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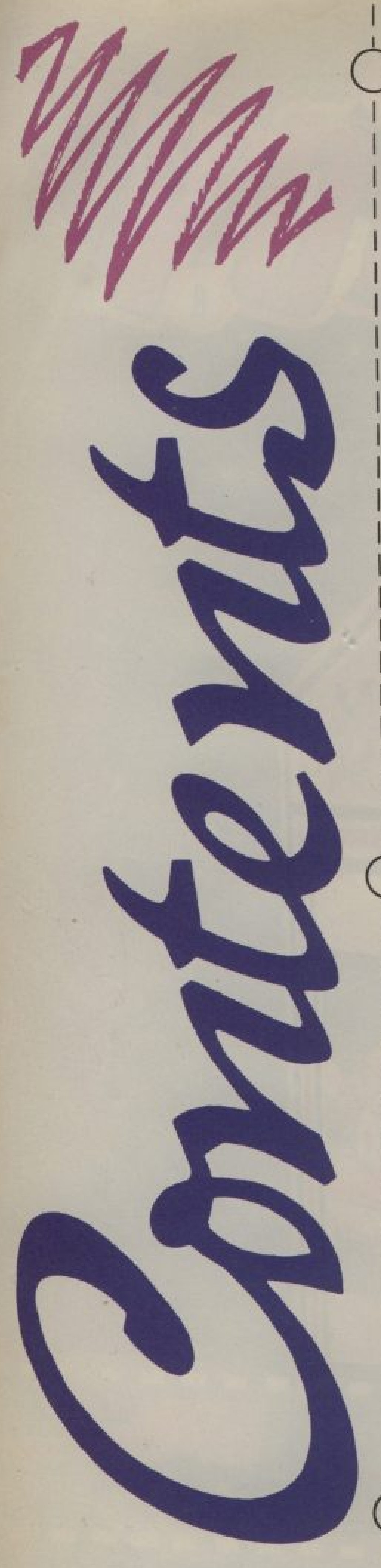
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• NIGEL MANSELL/P74



• STREET SEEN/P180



• BUGGY BOY/P168

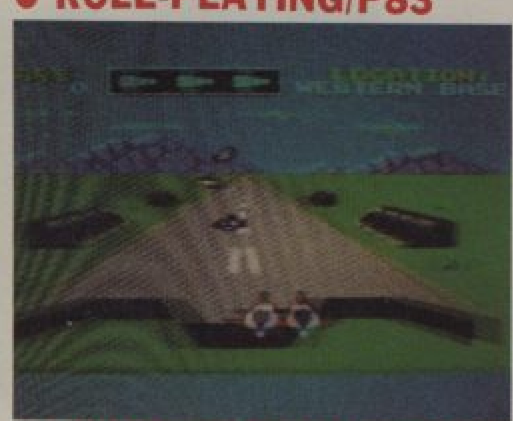












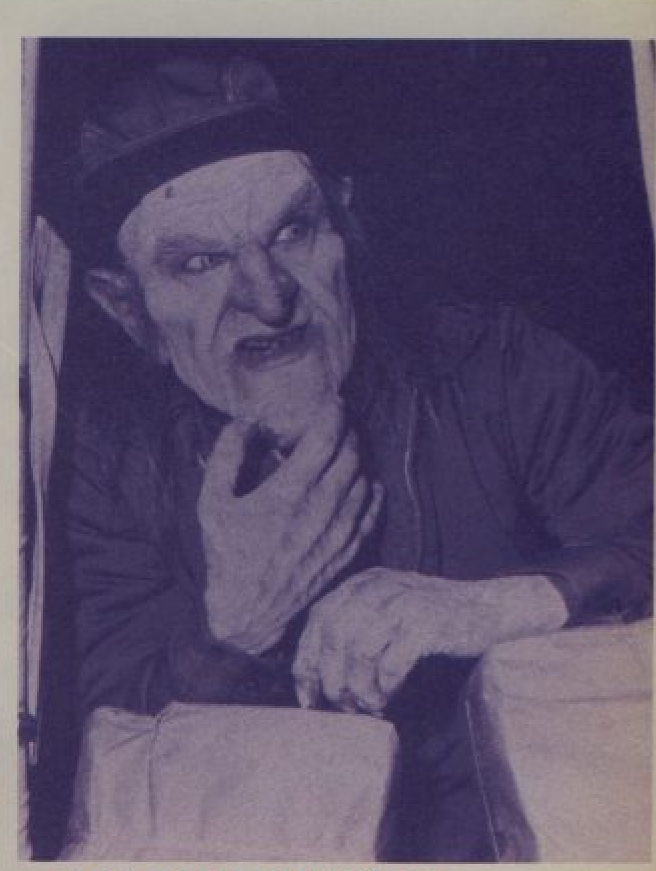


Inside Story

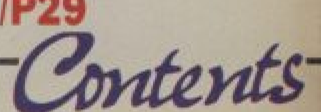
If this is the first time you've picked up C + VG then you've chosen the right month! Not only are there tons of really great games about at the moment which we've packed into our reviews section, but also we've got many mega-competitions . On the front of this issue you'll find your FREE miniature role-playing figures for you to use playing our exclusive Planet Doom fantasy board game. Talking of fantasy figures, Wayne has been hard at work to bring you C + VG's special Fantasy Role Playing supplement. We take an in depth look at what US Gold have up their sleeves for Christmas, offer you the chance to win an awesome Electronic Arts Amiga and check out our Buggy Boy Players Guide. All this plus our executive Nigel Mansell Grand Prix preview.

The figures FREE with the issue of C + VG contain lead, which may be harmful if chewed or swallowed.











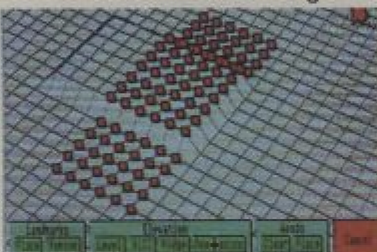
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News

Battle Zone

■ **Universal Military Simulator** is the game which has apparently got wargamers frothing at the mouth with anticipation. It allows you to re-enact the battles of Hastings, Marston Moor, Arbella, Waterloo and Gettysburg. Each conflict is enacted on a 3D grid



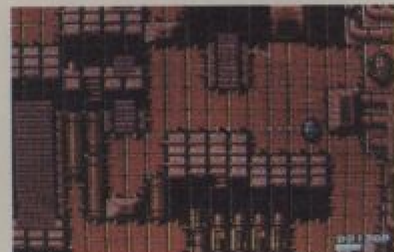
system which can be viewed from any angle. Play is either against computer or friend. You can use the map creator facility to design your own battlefields, and then create your armies. Or place, in combat, two armies from different time periods. How would Ethelred the Unready have fared in the battle with Napoleon? Or Alexander the Great versus Montgomery's Desert Rats?

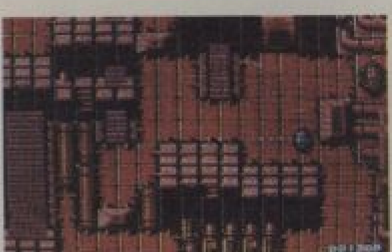
Interglalactic Development's USM will be published by **Rainbird** on the Atari ST at £24.95.



Take off

■ **Stratton Air Terminal** – the latest in space passenger comfort. Advanced controls, machinery, waste disposal. The lot. And then, on the official opening, a terrorist bomb





explodes on a shuttle. The terminal's moorings are smashed and the life-support system cut off. The shuttle crashes through three levels of Stratton and triggers of fall defence units. Survivors are trapped, cut off from rescue services.

You are sent to de-activate the Stratton Central Control, rescue those trapped and make the terminal safe again. Unfortunately the simple entry code was lost when Dr Hans Rasuer, the terminal's inventor, died aboard the shuttle. The only other method of shutdown is a systematic de-activation by removing all of the circuit breakers scattered about the underground levels – where they are in anybody's guess! Remove the last data bus and you'll trigger a total shutdown of all mechanical and computerised services inside the terminal.

Stratton – CRL – will be available on the Commodore 64/128 cassette £9.95, disc £14.95.

Leather Fun!

■ Vroom! We reviewed the Amstrad version of this French bike racing game, **500 Grand Prix,** some time ago. But here it is on the Atari ST. Looks pretty huh? Available through **Loriciels** very soon – with IBM, C64 and the released Amstrad version following on.

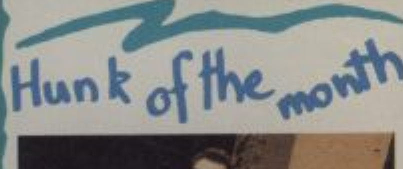






■ By the year 3987, the Galactic Imperium was mightier than ever. One by one, it had swallowed up all solar systems and alien races. The dreaded fleets of the Imperium were feared all over the Galaxy, and with good reason: one fully armed battle cruiser was enough to blow up a whole planet. No one was strong enough to resist the power of the Imperium. Except for a small, defiant planet called Octapolis. The Imperium hadn't attacked the planet of Octapolis for centuries. To space pilots it was just a black spot on the space map, the Zone of the Evil Eye, as they called it. No one even dared to talk about Octapolis anymore, but in the deep secrecy of the Galactic Intelligence Agency (GIA) a most cruel and desperate series of experiments was carried out. They kidnapped innocent space pilots, and sent them inside the zone, and hoped that somehow, somewhere, they could find one who was immune to the immense mental power of Octapolis. If they could get close enough to wipe out the planet. It took the

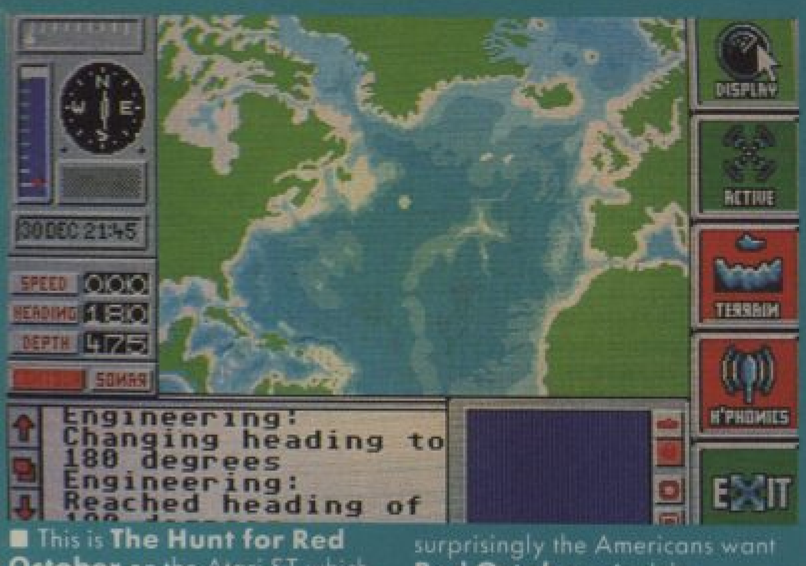
Octapolis is a simply brilliant new game for the 64 from **English Software.** It features split screen two way scrolling, the hottest shoot em' up action you've seen since Uridium, PLL exciting platform screens. Like *Uridium* you start by shooting up space craft and sneaky aliens, score enough and you can land and enter the platform sequence of the game. Five platform screens packed with awesomely detaild monsters separate you from the next shoot 'em up level. Created by a mysterious Finnish



Hunk of the month



■ Urrrrrgh! Horrible isn't it. Designer's Knees exposed horror! Still, the boxer shorts Craig is modelling arn't half bad. And there's no dodgy fastenings which could possibly let you down – so they are pretty good as cool shorts too. Fancy a pair? Then just answer the simple question and rush your answers on postcards only please, to



■ This is **The Hunt for Red October** on the Atari ST which promises to be the best **Argus** release — well, possibly ever. It's based on the international best-selling book of the same name by **Tom Clancy.**

The Red October is the Soviet Union's most advanced submarine, brand new and almost undetectable. The captain and officers have decided to defect to the West. Having set out from Russia, the sub is now heading towards America. Not surprisingly the Americans want **Red October.** And the Russians want her back even more. Tension mounts and the world heads for all-out war.

In the game you play the part of the sub's skipper. The officer's are on your side but the crew doesn't know about the defection. With both the Americans and Russians hunting you plot a course to freedom. The game is icon-driven, so it's quite easy to select directions, engine speed and navigate. But whether you make the right decisions is another matter.

The Hunt for Red October, being programmed by Oxford Digital, will cost £24.95 on ST, Amiga and PC. Spectrum, Amstrad and Commodore versions will follow.

Meanwhile there's another Argus game' this time due out the Quicksilva label.

Twenty years ago Professor Albert Eyestrain predicted a great comet would hit and destroy the earth. Everybody laughed and the Prof disappeared in huff. Well, 20 years on the comet has appeared and only the Prof can save the world but where is he?

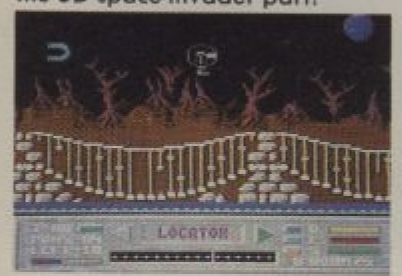
You have a choice of five explorers — British, German, Japanese, French and American — to pick from. From then on it's exploring caves, clouds and the land. It is the normal mix of problem solving but good fun nevertheless.

Watch for more Red October next month.

Computer and Video Games, Ugly Knees Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We've got 30 pairs of these elegant boxers, made specially for **Infogrames,** that classy French software company, to GIVE away. They come in small, medium and Garry Williams sizes — so don't forget to put what size you want on the card as well. The question we want you to answer is: What is the small creature used as a company logo by Infogrames called? Is it a) A frog b) a snail c) an armadillo?

Knight Knight

■ **Knight Games Two,** the sequel to, you've guessed it already, **English Software's** *Knight Games* is due soon. But don't expect another simple combat game. This follow-up is set in the future and is a compilation of several different new games. Lots of action — but C+VG's favourite sequence was the 3D space invader part!



Over the Moon

■ Don't expect **Pirahna's Roy of the Rovers** to appear before the New Year. Word is that the game is being reprogrammed.

The storyline is that the Melchester Rovers' football team has been kidnapped just hours before a fund-raising match to save their ground.

Will Roy Race rescue them? Will they make the match? Will they win? Will you buy it?

Roy of the Rovers will be out on Spectrum, Amstrad, CMB 64 at £9.95 and £14.95 on disk.

Arch Zarch

■ Nah, **Archimedes** isn't just a wrinkly old philosophers or Merlin's wise old owl. It is a bit mystical though as there's only a few of them about. The **Archimedes** is **Acorn's** new micro and already there's a mega-game for this machine, sought after by techo-freaks everywhere. **David Braben,** co-author of that all time classic **Elite,** has produced **Zarch,** a shoot 'em up with added strategy. **Zarch** features filled-in vector graphics, super-fast movement and looks v-e-e-ry interesting. Zarch from **Superior Software** will set you back £19.95 — and



Archimedes will make an even bigger dent in your pocket money. If you can find one that is . . .

Amiga Magic

■ No **Amiga** software? **Tony T.** raves about the latest stuff in *Hot Gossip* this issue — and we've got a whole bunch of stuff planned for the next Amiga/ST Special coming your way in January's C+VG. Meanwhile check out these Anco products. **Sky Fighter** is for the Amiga and ST and will set you back £15. But Anco are also releasing a bunch of budget priced Amiga games — all at £19.95. They are **Dr Fruit, Final Trip** and **Vader.** In **Sky Fighter** you have to attack a central power station. There are nine sectors to be flown across, intelligence to be gathered, and passed to the command control before the target is in sight. The target lies fifty metres below ground and the only way to destroy it is to drop a bomb accurately into one of the three ventilator shafts.

Dr Fruit must tunnel his way into the orchards moving from tree to tree to strip them bare of all fruit.

Slick Zapper



■ This is **Leviathan — English Software's** 3D scrolling shoot em' up — on the Atari ST and Amiga. The diagonal scrolling on the ST has to be seen to be believed as do the incredibly detailed backgrounds. A very slick and playable game on both machines. More details in next issue's Amiga/ST special.

Carry On!

■ If you gasped at **Starglider,** then don't miss out on Realtime's next game for **Rainbird, Carrier Command.**

It puts you in charge of a futuristic aircraft carrier.

The 3D solid graphics look amazing on the first Atari ST version.

LLER

Steinar

News

Choc Drops

■ The **All Because the Lady Loves Milk Tray** chocolate ads are to be turned into a computer game of the same name by **Superior Software.** Sounds bizarre, doesn't it.

But Superior have taken the themes of the all-action ads, where the mysterious Man in Black performs all sorts of amazing stunts just to deliver a box of chocs to a lady, and is using them as backdrops for an arcade game spiced up with a little problem solving.

The game will last over five levels. The actions will include skiing, bike riding, powerboats etc. In the final level the Man in Black must deliver the chocs. Those who make it to the end of the game are promised a special treat!

Cadbury's are running a new series of the ads over Christmas and the Superior game – available on Commodore, Spectrum and probably Amstrad – will be released in the New Year.

Fiddled Giblets

■ To roars of "fix," "fiddle" and "shame," C+VG writer and soon-to-be horror author **John Gilbert** won a personal compact disc player in a prize draw run during **Pirahna's** first



birthday party.

C+VG's editor **Tim Metcalfe,** mightily peeved at not winning was heard yelling. "You'll never work for me again, Gilbert."

The outrage of the assembled 150 odd assorted magazine journalists, programmers, artists and distributors, was further compounded by the news that Pirahna is to be release a John Gilbert designed horror game called **Coven** sometime in the New year.

John, whose first novel, **The Devil's Children,** will also be published in Britain next year, was not available for comment because nobody was prepared to talk to him afterwards.

There is no truth in the rumour that the C+VG team were later seen trying to persuade John to take up swimming in the tank of piranha fish on Piranha's stand at the PCW Show.

Grovel Grovel

■ Okay, it's grovelling time. **Alligata's** hugely addictive **Addictaball** on the Atari ST sells for £14.95 and not £24.95 as stated in C+VG's review of the game in the October issue. Sorry etc etc . . .

Pac is Back

■ Pac's back in Pac-Land. The dot-munching, ghost-crunching PAC has been snapped up by **Quicksilva** for release in time for Christmas.

Set on his home island, Pac must help a lost fairy home to Fairyland. To succeed, Pac must pass through towns, forge through rugged mountains, cross dangerous ravines and trek across deserts.

Throughout the adventure, Pac is hindered by his enemies Blinky, Pinky, Inky and Clyde.

Versions under production include Commodore 64/128, Spectrum, Amstrad CPC, MSX, Atari ST and Amiga for Christmas.



New Berk!?

■ Berk and his friends will return in a new series of the popular television series **Trapdoor** late in 1988. Meanwhile you can catch the re-runs of the first series, right up to March every Saturday morning. Or you can play **Piranha's** new Berk game, **Through the Trapdoor,** which is reviewed this issue.

Snow Joke

■ Bobble hats at the ready, chaps. The season of chill thrills and frostbite is on as the winter sports simulations slip and slide onto the games scene. The pics are from **Tynesoft's Winter Olympiad 88** which the



Tynesiders have released to cash in on the XV Winter Olympics in Calgary next February.

Fangtastic Competition!





■ A thick fog has descended on Old London Town. A full moon can occassionally be glimpsed. From out of the dank, dark depths of C+VG's office a horrible howling can be heard. It turns the blood of all those who hear it to ice. It can only mean one thing – werewolves are about!

Strange that such off noises should coincide with the release of **Viz Design's Werewolves of London** game and C+VG's Out Howl a Werewolf Competition.

Pictured here is Viz Design's **Paul Smith** the man behind **Werewolves of London** and that other horror game **Bride of Frankenstein.** He's clutching a poster of the game and we've now got two of those posters PLUS 10 copies of the game to give away to the readers with the best howl!

Just send us a tape of your very best blood-curdling werewolf howl to Out Howl a Werewolf competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is December 16 and editor's decision is final. And we're sorry but we can't return the tapes.

The two best howls will get the signed poster plus a copy of the game and the eight runners up will get the game.

Don't forget to fill in the printed form and say which computer you have.

OUT HOWL A WEREWOLF COMPETITION

Name ....

Address ....

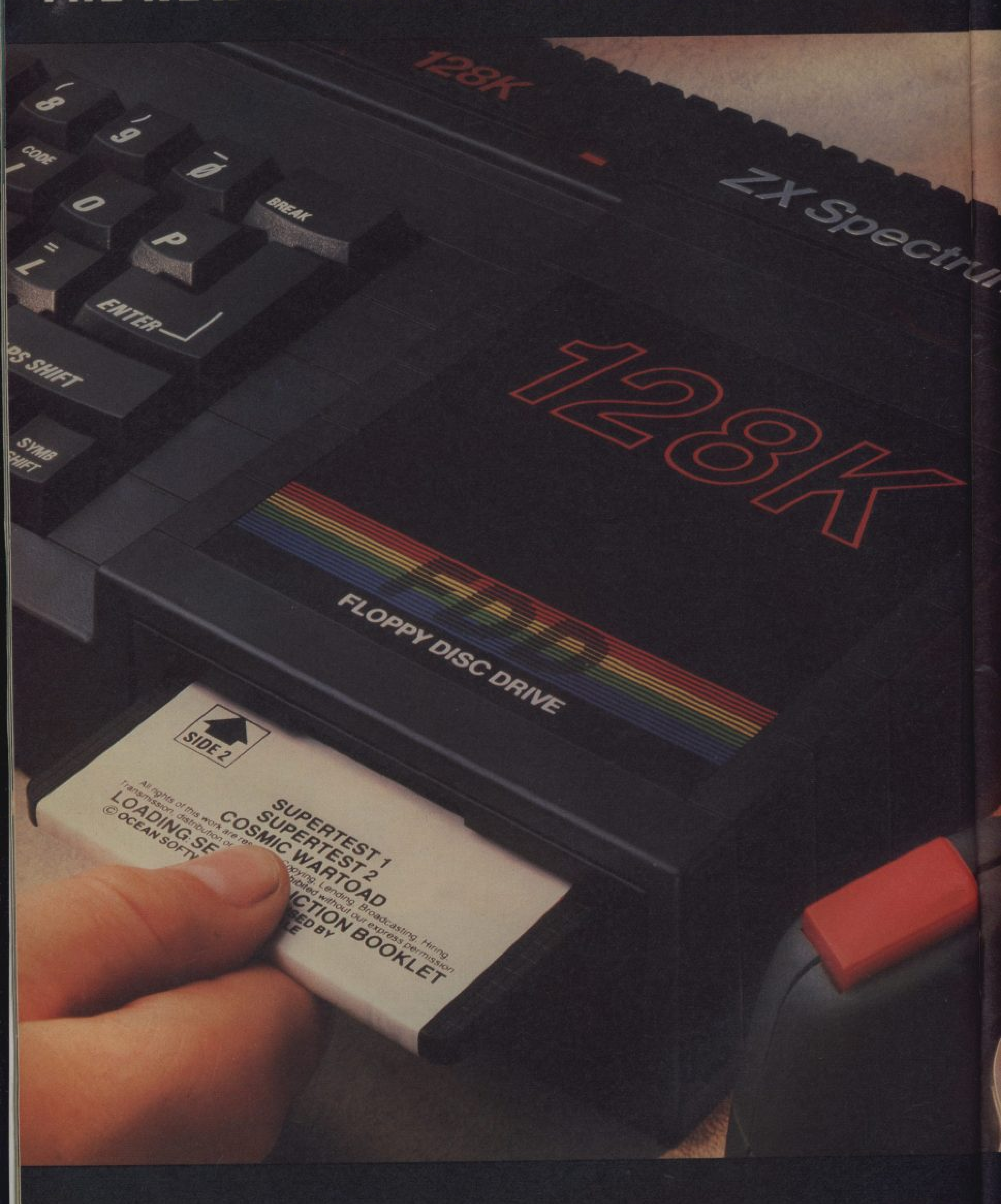
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► MACHINES: SPECTRUM/C64/128/AMSTRAD 464/6128
► PRICES: £7.95 (SPECTRUM 48/128)
£8.95 (AMSTRAD) £9.95 (C64) £14.95 (all discs)
► VERSIONS TESTED: C64/AMSTRAD/SPECTRUM
► REVIEWER: TIM

Thundercats Ho! If you've been disappointed by cartoon character games in the past then you could be in for a big surprise. These cats are definately cool – and the game is addictive enough to make you purr with pleasure!

Thundercats is a *Rygar*-like scrolling hack 'n' slash epic. Fast-moving and packed with action, the game grabs you from the moment you load it.up. Attractive graphics, nice animation and good sound and gameplay that gets you grabbing the joystick for more, more, more!

The Amstrad and Spectrum versions have been created by none other than the highly-experienced team at Gargoyle Games – and true to form they have come up with a little gem. And the C64 version is pretty neat too!

If you're a fan of the TV cartoon you'll know all about the team of cat-like folk who inhabit a fantasy world and bat the evil Mum-Ra and his nasty henchmen, the Mole Men.

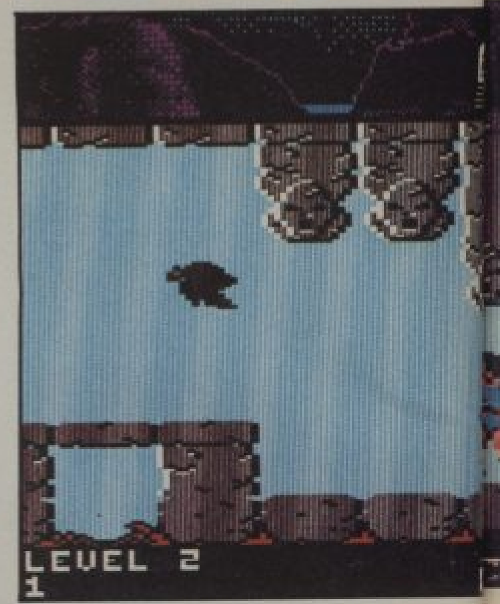
In the game Mum-Ra has stolen the Mystic Eye of Thundera, the last remnant of the Thundercats' once proud planet to Lion-O, the T-Cats main man by the elders.

The jewel gives Lion-O's Sword of Omens all its powers – so you can guess he's pretty mad with Mum-Ra. On top of all that Lion-O's mates, Tygra, Panthro and and Wilykit have been imprisoned by old Mum-Ra and Mr L wants to save them as well.

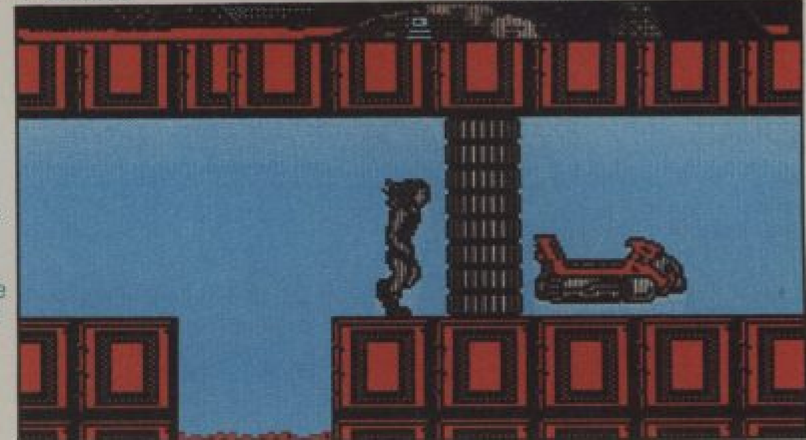
This is the task that confronts you when you've loaded up the game. Easy? You're joking. You're going to have to move fast, be quick on your feet, as agile as a cat and quick on the draw with the mystic sword if you're going to succeed.

There are no less than 14 levels in this game, levels of varying difficulty and packed with different hazards. From the



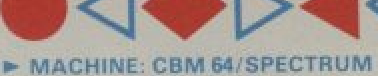


▲ Commodore 64



▼ Amstrad

Reviews this issue



Nebu

► MACHINE: CBM 64/SPECTRUM
► SUPPLIER: HEWSON
► PRICE: £8.95/£12.95 (CBM) £7.95 (SPECTRUM)
► VERSION TESTED: CBM64/SPECTRUM
► REVIEWER: PAUL

When programmers Steve *'RanaRama'* Turner and Andrew *'Uridium'* Braybrook suddenly quit Hewson back in September, it must have hit the software company for six. Turner and Braybrook were responsible for their most highly praised games. Would this mean the glory days were over? Did it hell!

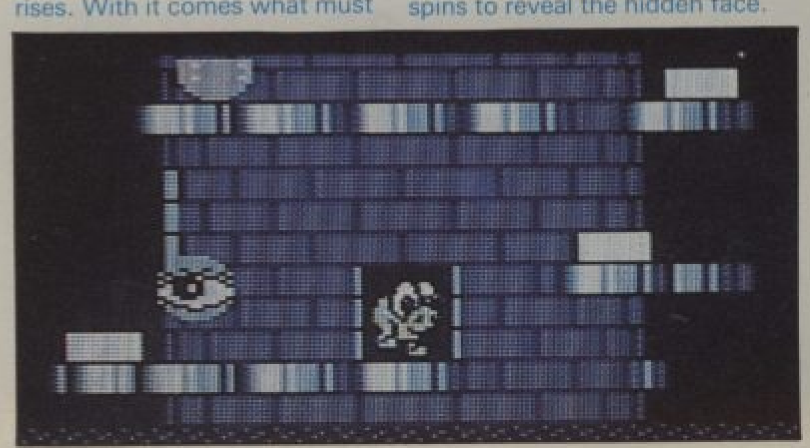
Even in the depths of their darkest hour (doesn't this tug your heartstrings?) a new star rises. With it comes what must be the most original game this month and what will probably be the most original game released this year.

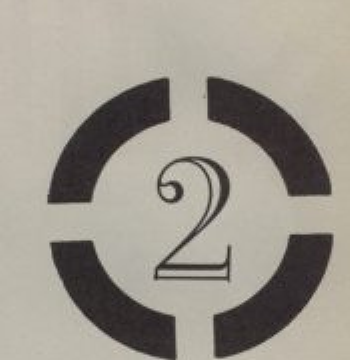
And that game is *Nebulus* from the mind of 24-year-old John Phillips, who you may remember was responsible for *Impossaball*. That game attracted good reviews but probably didn't get the attention from the public it deserved. Well, hopefully, that won't happen with *Nebulus*.

So just what is *Nebulus?* Well the central feature is a 3D scrolling tower with steps around the edge and doorways which allow you to enter the tower and cross to the other side. As you enter, the tower spins to reveal the hidden face.

The idea is to climb to the top of the tower, avoiding the traps and monsters. Then into a sub-game before encountering another tower.



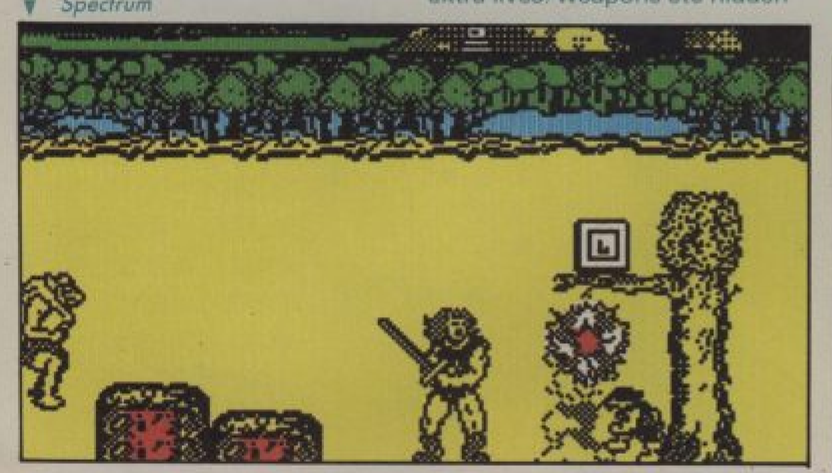




lercats



▼ Spectrum



Fertile Plain to the Final Battle you'll have lots to do – and I'm betting you're going to need and infinite lives POKE to see the end of this awesomely challenging game.

Watch out for the Mole Men and other assorted baddies, beware of vanishing bridges and the useful Nosediver – a high-powered jetbike – in the Garden of the Fire Elementals, level four to you!

Enemies come at you from all sides – beware those that chase you. Don't hang about waiting to kill them – keep moving! On the Spectrum version you generally outrun these nasties – but the Amstrad and C64 baddies seem to move faster! Maybe my reactions are slowing down . . .

Don't forget to collect the extra lives/weapons etc hidden in various objects dotted along the way.

You'll recognise these objects when you see them – they are about the only things that aren't behaving in a hostile fashion! They are disguised as shields, vases and even skulls.

You'll need all the extra lives you can get your paws on – so build them up earlier, easier levels in preparation for the horrors to come.

Brilliant graphics, a driving soundtrack by Rob Hubbard and superb action make *Thundercats* a real wihner – and we're not just saying that because we had a tape on the front cover last issue either!

If you like the Arcade games *Rastan Saga* and *Rygar* then you're going to want to add *Thundercats* to your collection – all the versions are well wicked. I reckon it could soon collect the same cult following as *Ghosts and Goblins* – and we can't wait for your maps and tips to start flooding in.

	SPEC	AMS	64
► GRAPHICS	8	9	8
► SOUND	8	9	9
► VALUE	9	9	9
► PLAYABILITY	9	9	9

The Levels

1: The Fertile Plain
2: In the case of the Mole Men
3: Rescue TYGRA
4: Gardens of the Elementals: Fire – Find the Nosediver
5: Water – Bubbles
6: Air – Packbats and Eyes!
7: Earth – Beware of Mum-Ra
8: Rescue Panthru
9: More Mole Men
10: Passengers beneath Plunn-Dar
11: Mum-Ra's Bird Warriors
12: Hunting Plains
13: Rescue Wilycat
14: The Final Battle

ulus

It sounds a simple concept but it is brilliantly executed, magnificently programmed and a sheer joy to play.

Okay, let's backtrack for the plot. The game is set on the planet *Nebulus* where someone or something has been building towers in the sea.

The character you play, Pogo, works for Destructo Inc. a demolition company given the job of demo- lishing the towers.And guess what? You've got the job.

So the game opens as you emerge from a Mk 7 Minisub at the foot of the first tower - the Tower of Eyes.

This character reminds me in some ways of that other Hewson creation Gribbly from *Gribbly's Day* out. Remember him?

Anyway, you have to climb the tower in the set time limit.

The towers are covered with various ledges, tunnels and lifts. Some of these ledges dissolve when you stand on them and slippery ledges which will push you left or right.

Flashing blocks and bouncing balls can be destroyed by shooting them but the silver rolling balls can only be stopped in their tracks for a few seconds.

All other creatures are indestructible. If hit by a creature, you tumble off the ledge and land a few levels down. If you fall in the sea, you lose a life.

Entering the final door at the top of the tower sets off the destruction sequence. You are awarded bonuses for the time left and for technique and the tower will crumble into the sea.

When a tower has been destroyed you get back in your submarine and travel underwater to the next tower. In the Commodore version you can pick up bonuses by catching fish. This is done by shooting air bubbles to capture the fish, which are then collected.

The points are 100 for a bouncing ball, 50 for a flashing block, extra points for climbing the tower and an extra life every 5,000 points.

I have a feeling that from just reading the straight forward description of *Nebulus* you might say it doesn't sound all that thrilling. But it really is. This is a game you have to play.

The graphics are stunning, the sound effects brilliant – the sound of the characters feet is a wonderful feat (ha!).

I have no hesitation in whole-heartedly recommending both the Commodore 64 and Spectrum versions of the game to you. There may be an Amstrad version released later on but the word from Hewson is that will depend if the programmers can speed up the action.

	CBM 64	SPEC
► GRAPHICS	10	9
► SOUND	10	7
► VALUE	9	9
► PLAYABILITY	10	10

OUT OF THIS WORLD

"SUDDENLY, the jet plunged into a sea of flashing lights – Chuck gasped with horror – he had entered the Other World . . ."

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- ► *Features seven different weapons, including Quark Cannon, Wide Beam and Lazer.*
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Available on Spectrum, Amstrad and Commodore.

REAKTÖR



Buggy Boy



► MACHINE: C64
► SUPPLIER: ELITE
► PRICE: £8.95
► REVIEWER: TIM

Veroooom! There I was burning rubber around this big banked bend when all of a sudden what do I see? A **!°ing great rock in the road in front of me! Hello, I thought to myself, I'm in for a bit of an accident here. But no! just in front of the rock there's a well-placed tree trunk! So it's up and over the great granite lump and safely down on the road again.

Did I say safely? How wrong can you be. I may have missed the rock but what I didn't know was that there's a whole buch of water the other side — and the bridge wasn't where it should've been. Still, the buggy needed a wash . . .

Yes, it's here and it's truly wonderful. What is it? *Buggy Boy* of course! That tried and tested coin-op hits the small screen at last. And Elite has its best game of '87!

If it's playability and lastability plus great value you're after then look no further. *Buggy Boy* has all of these — and more. All the conversion lacks is the steering wheel from the arcade machine.

If you've never played *Buggy Boy* or *Buggy Boy Junior* in the arcades before, you've not lived. It puts you in the driving seat of one of those VW Beetle Buggies much-loved by off-road racers in the US of A. You compete against the clock over five demanding tracks packed with hazards and opportunities to put big dents into your vehicle.

Avoid rocks, drive on two wheels to squeeze through seemingly impossible gaps, pick up bonus points and extra time by collecting flags and driving through special "gates". Jump obstacles by launching your buggy off tree trunks — just love that bounce! Drive up banking to get up more speed — but steer clear of lakes, other drivers and hard brick walls! And when you've done all that, check out C+VG's special players guide for more hints and tips.

There are five different tracks to test your driving skills; Offroad, North, South, East and West. Offroad is a closed circuit — and really simply shows you what to expect on the other tracks. Stuff like the bonus flags which have to be collected in the order shown at the top of the screen, and the bonus "gates" plus many of the hazards.

After a couple of attempts at this you'll probably find you can complete the track and it's time to move on to the REAL test.

North features snow, walls and banked corners, South is sort of desert-like with palm trees as an added hazard; East is very green and you'll see your first fellow buggyboy driver here; West features more mountains and another buggy.

North, South, East and West also features *Outrun*-style extended play — reach a certain spot on the map and you can continue driving. Fail and it's back to the pits.

Screen display is just like the arcade machine — showing the flags and the order in which they have to be collected, a map showing your location on the track, hi-lo gear settings, score and time left. Everything you could possible want on one small screen.

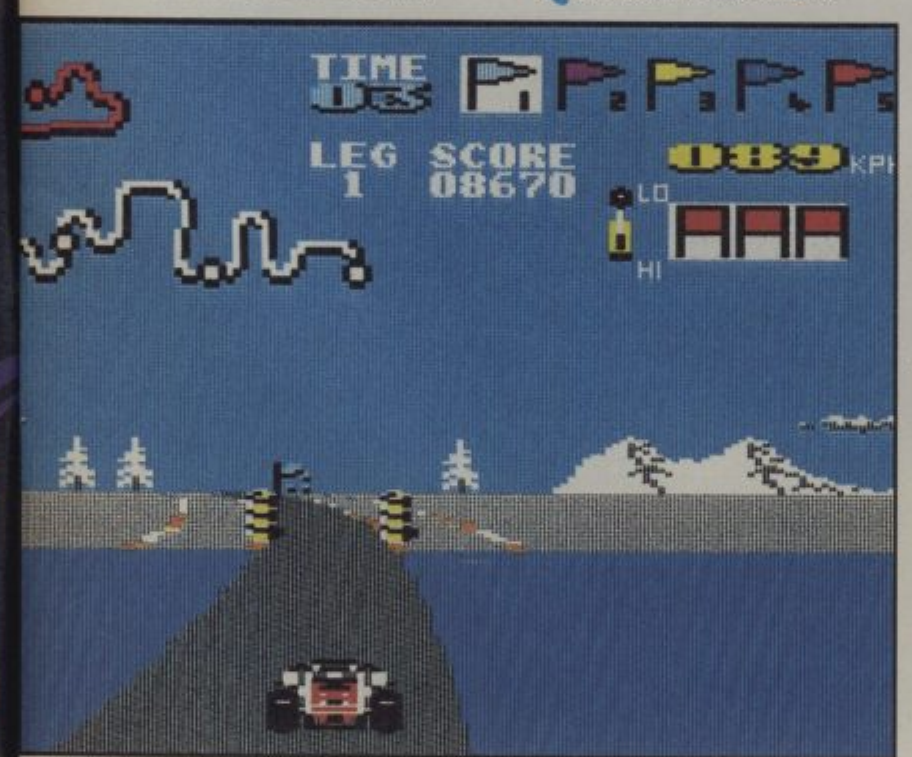
At the end of each game you see your score plus any bonuses plus another map of the track showing how far you had left to go.

The game features high-score charts for EACH of the five tracks, nice sound FX, but strangely, on our review copy anyway, no front end music.

The graphics are good and playability, well I reckon it almost goes off the old C+VG's ometer. Addictive isn't the word. If you're a *Buggy Boy* fan, or even if you aren't, then beg, borrow or steal a copy.

► GRAPHICS	9
► SOUND	8
► VALUE	9
► PLAYABILITY	10

C+VG HIT!





"...the best racing
played — even be



Commodore 64/128 Cassette (£9.99) and Disk (£12.99) ZX Spectrum 48k/128k/+ (£9.99) Amstrad CPC Cassette (£9.99) and Di

Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close, Finedon Road Industrial Estate, Wellingborough, Northampto

Captain America

- MACHINES: C64, AMSTRAD, SPECTRUM, ATARI ST
- SUPPLIER: GO! MEDIA HOLDING LTD
- PRICE: C64/AMSTRAD, £9.99, SPECTRUM £8.99 (CASSETTE) ATARI ST £19.99, C64 DISC £11.99, AMSTRAD DISC £14.99
- REVIEWER: IAN

Ever since I can remember, superheroes made up a large part of my childhood fantasies. Heroes like The Hulk, the Fantastic Four, Spiderman and, of course, *Captain America*. Even when they first appeared in comic form, there have been a series of cartoons and motion pictures made about their adventures and confrontations with the forces of evil. Software companies have also realised that there is a substantial profit to be made from these heroic beings, and have recently produced a succession of games to tempt the younger generation into buying their product. So far it has been a success, and their games have shot up to the top of the charts.

Now it is *Captain America's* turn in the front seat, and prove that he is also capable of standing on his own two feet, in his own computer game . . . and emerge triumphant. The new game is entitled, *Captain America in The Doom Tube of Dr. Megalomann* (Phew!). The plot behind the game is as follows; Dr. Megalomann has returned from the grave, and has told that the president of the United States of America has until midnight to stand down, and pass his authority over to the Doctor, otherwise he will launch a missile, which contains a deadly virus, onto the nation.

Captain America's task is to penetrate Dr. Megalomann's underground bunker, which is situated in the Mojave desert, disarm the missile and destroy the deadly virus. The missile is known to be sited on the lowest deck of the Doom Tube, which is sunk deep beneath the surface of the desert.

Each deck contains several rooms or Quadrants, which emit a high level of psionic energy. This psionic energy is the only form of energy which is capable of penetrating Captain America's shield, although recent modifications to the shield have given it a certain amount of tolerance. The further down the tube you go, the higher the level of psionic energy is present, so caution must be maintained throughout the journey downward.

Your shield is one of two prime defensive weapons that you have in your possession, the other is Cybo Grenades. The shield is virtually indestructible and is able to slice through the air when thrown. The Cybo Grenades have been designed to destroy electronic circuits and are only effective at close range.

To travel to each deck an elevator has to be used. Once on the last deck, you must discover which room the missile and virus are kept, once found they must be destroyed.

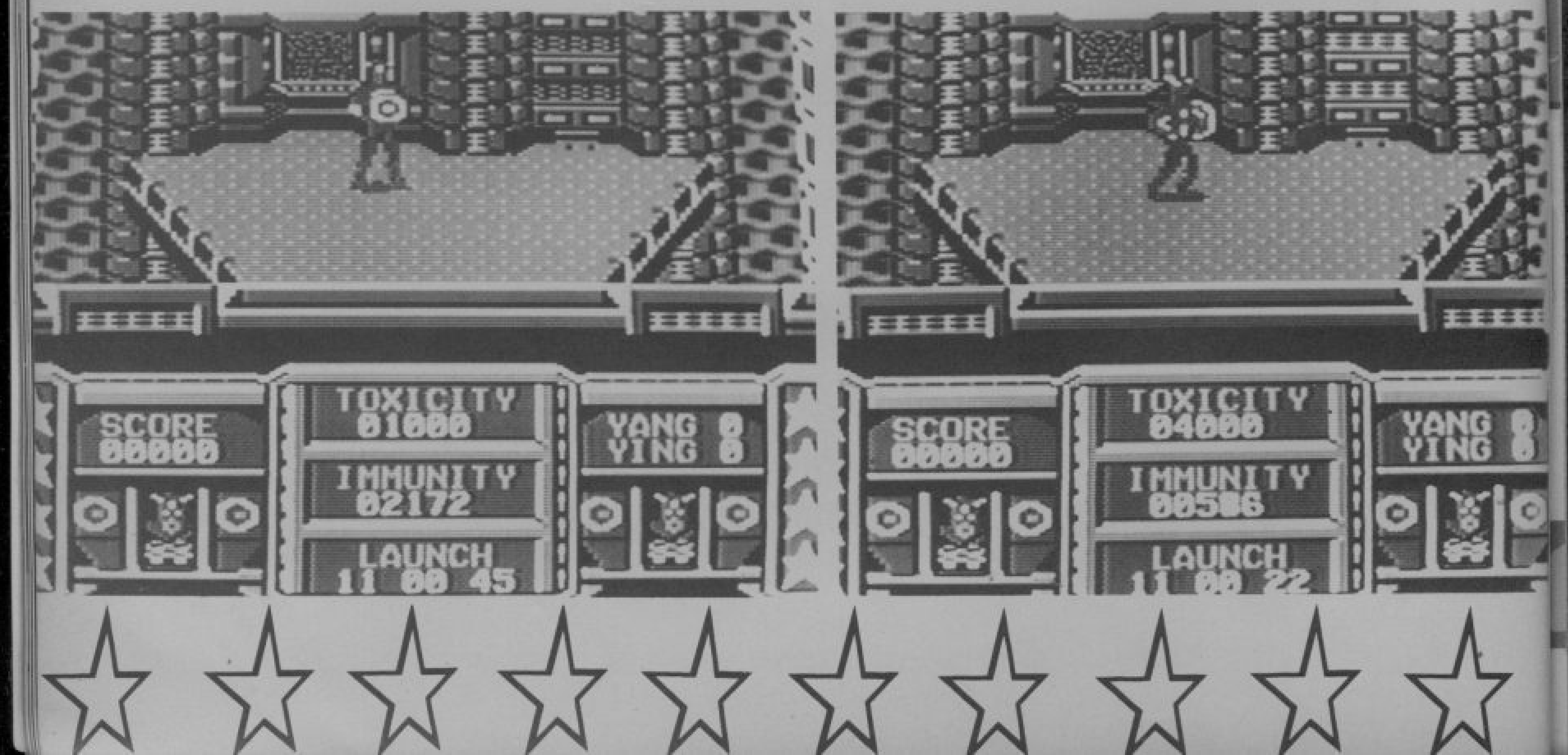
Although the graphics and sound are quite attractive, the game itself is a bit of a disappointment.

Playability isn't too bad, the characters respond well to each in every condition that may occur.

Music and sound effects are good as are the graphics, the back drops especially. The only bad point about *Captain America* is its lack of lastability.

Captain America will need a lot of considering before you actually buy it. That's the best advice I can give to all you unsuspecting superhero fans out there.

GRAPHICS	8
SOUND	8
VALUE	8
PLAYABILITY	8





ENLIGHTENMENT DRUID II

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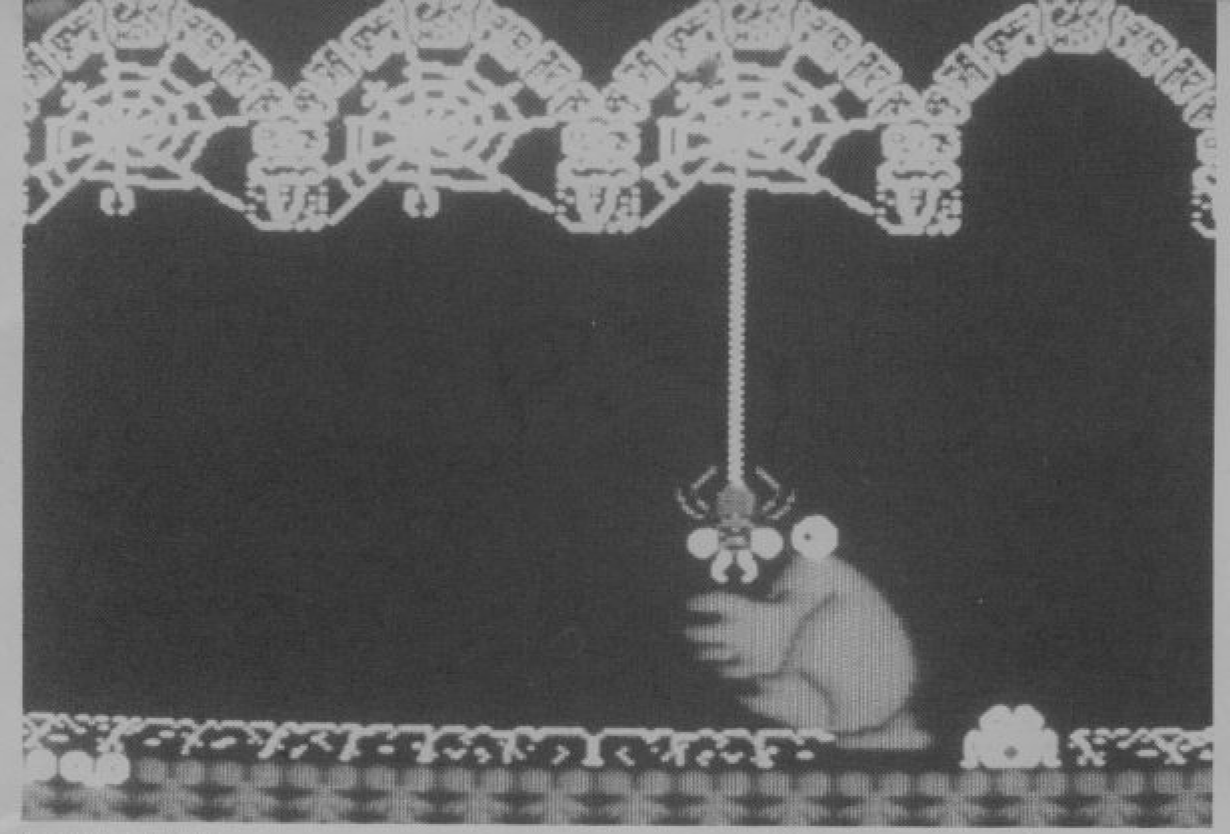
Garfield

"BIG, FAT, HAIRY DEAL"



SPECTRUM	AMSTRAD COMMODORE	AMIGA ATARI ST
£8.99	£9.99	£19.99
	DISC - £14.99	





Through the Trap Door

- MACHINES: SPECTRUM, C64, AMSTRAD
- SUPPLIER: PIRANHA
- PRICE: C64, SPEC, AMSTRAD (£8.95 cass). C64, AMSTRAD £13.95
- VERSION TESTED: SPECTRUM
- REVIEWER: IAN

Berk is back in his most daring adventure yet! Together with Drutt, he must go down through the Trap Door and rescue Boni the skull from the evil clutches of the skeleton which has kidnapped him.

The aim of the game is to find Boni, and escape.

There are four different areas to the game, each requiring several tasks to be performed before you can exit through a door, to the next one. You can play either Berk or Drutt, swapping between characters whenever the game demands it.

Berk will come across a variety of magic potions while on his travels which give him special powers and will help him considerably. Certain tasks, during the game, will have to be performed by either Berk or Drutt. Most of the time Drutt will be responsible for achieving a lot of the given tasks that are presented to them. The main task in each region is to retrieve a key, which is needed to open the exit door to the next region, and key. A whole host of the most uncanny and evil creatures roam each region, and are intent on preventing you, completing your quest. Only quick reactions and logical thinking can ensure old Boni's release.

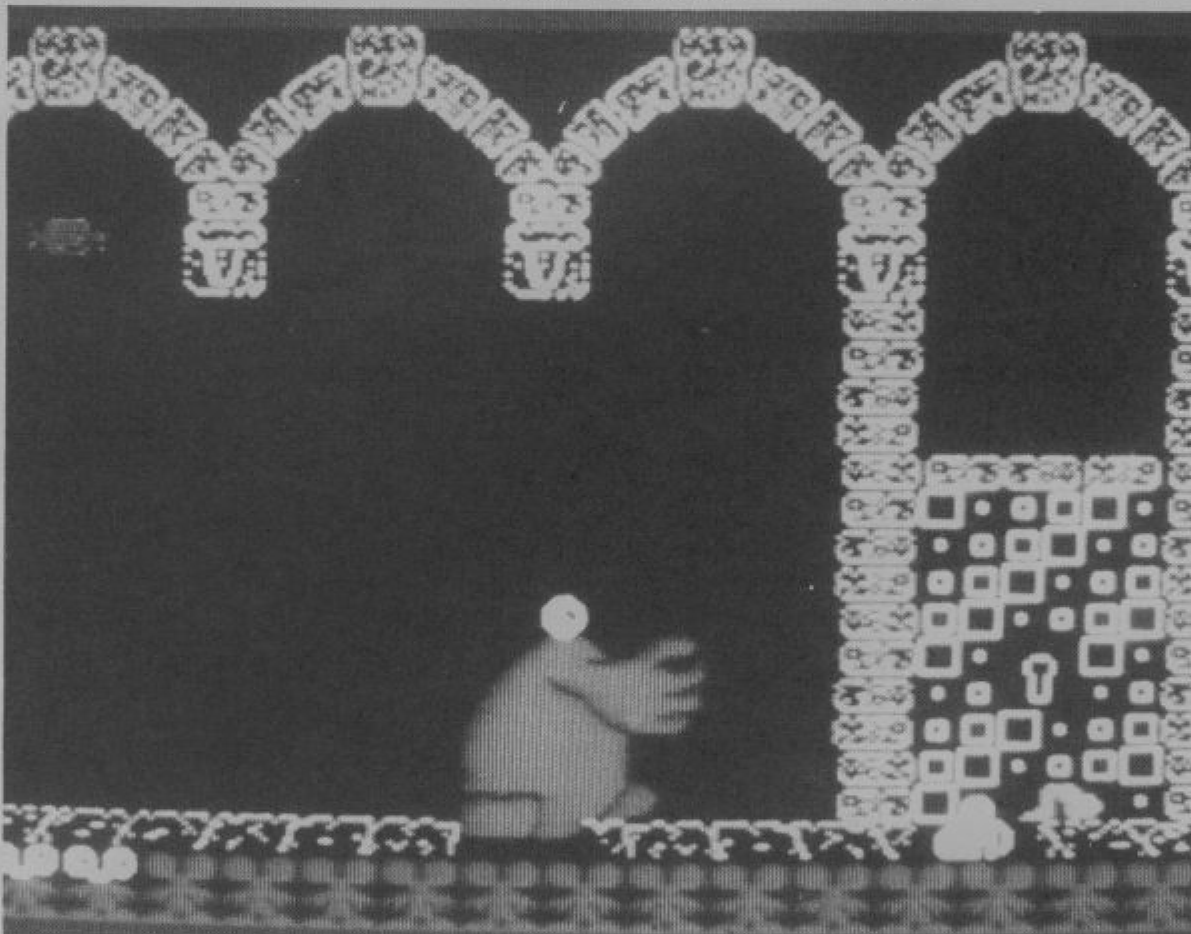
The game begins with you witnessing the abduction of Boni by a headless, winged skeleton. You, as Berk, pick up Drutt and head down into the gloomy depths of the Trap Door. Down there, you must take control of Drutt, and search for the first key. Once found, Berk must retrieve it from its resting place.

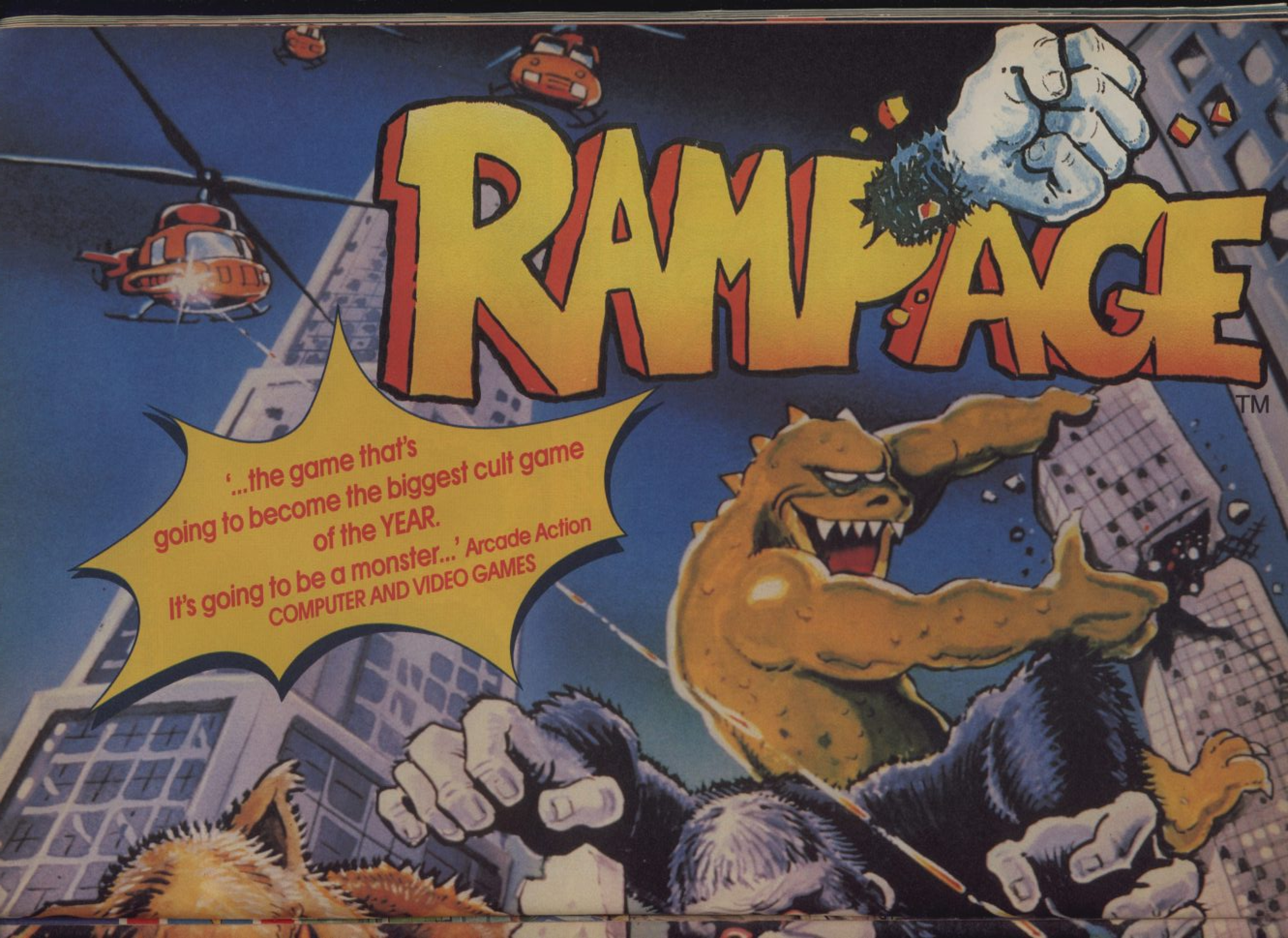
When he's got it, proceed to the next couple of screens where an enormous pit is located. Once across it, the first of the exit doors is found on the next screen. The following three regions are played the same way, and the use of a magic potion in each one is essential. Each magic potion comes in the form of a particular item, which Berk must eat. They include sausages, eyeballs (*that's disgusting, ED!*), sweets and mushrooms.

The graphics are exactly the same as the original *Trap Door* game, simple, but effective. The use of colour and sound is of average standard, and could have been different to the original. The game is extremely hard to complete, and will require a lot of trial and error practice to actually get off the first region. Getting to the second region is a feat in itself. *Through the Trap Door* is a game where you must like arcade adventures to really appreciate it. The multitude of problems and puzzles are extremely taxing.

But once solved, leave you with a feeling of satisfaction. *Through the Trap Door* is an ideal game for all of you who love a challenge now and then.

GRAPHICS	8
SOUND	7
VALUE	8
PLAYABILITY	7





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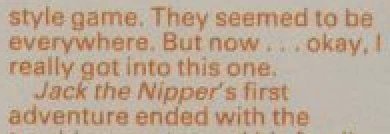

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Jack the Nipper II

- MACHINES: AMSTRAD/SPECTRUM/CBM 64
- SUPPLIER: GREMLIN GRAPHICS
- PRICE: £7.99 (SPECTRUM)/£9.99/£14.99 (AMSTRAD/CBM CASS/DISK)
- VERSION TESTED: AMSTRAD/SPECTRUM/CBM64
- REVIEWER: PAUL

The bad lad's back going nuts in the *Coconut Capers*. Naughty but nice. Gremlin's little Nipper is certainly a ripper gripper of jungle jollity.

There was a time when I thought I would scream if I saw another platform and ladders-style game. They seemed to be everywhere. But now . . . okay, I really got into this one.



Jack the Nipper's first adventure ended with the troublesome tot and his family flying to Australia following a deportation order on them. Jack's not pleased with the prospect of going down under so he jumps plane — using his nappy as a parachute.

The idea of the game is simply to survive in the jungle until he reaches a score of 100 per cent on the Naughtyometer. But he musn't get caught by dad.

And there are plenty of ways for Jack to be naughty — hurling coconuts at natives and animals, firing blowpipes and generally creating all sorts of mayhem.

All along the way he can pick up weapons and some really useful items such as grease, honey and wood worms.

There's an amazing number of screens to explore, traps to avoid, puzzles to solve. Both the Spectrum and Amstrad have great graphics.

So, to sum up. If you're fed up with the millions of shoot-'em-ups around and hanker for some good, old fashioned platform and ladders fun, you could do worse than *Jack the Nipper II*.

C+VG HIT!

	AM	SP	CB
GRAPHICS	9	9	9
SOUND	8	8	8
VALUE	9	8	9
PLAYABILITY	9	9	9



Terrorpods



- MACHINE: ATARI ST/AMIGA
- SUPPLIER: PSYGNOSIS
- PRICE: £24.95
- VERSION TESTED: AMIGA
- REVIEWER: DAVID

Stuck out on the edge of System 7, Colian was not the most hospital of places, but it did have one of the richest deposits of rare minerals in the galaxy.

Foremost amongst these are Detonite, a powerful explosive, Quaza, an energy giving crystal useful for regenerating molecular structures, Zenite, a metalic ore good at storing magnetic fields, and Aluma, the hardest metal known to man— ideal for the production of weapons.

Ten mining colonies were set up to exploit Colian's mineral deposits. Each had its own mines, dumps, stores and resource centres inter-linked by a complex network of shuttles, to transport minerals between the various installations within each colony and between colonies.

Everything worked like clockwork until one day . . . IT happened.

Out there in stationary orbit was an Empire Mother Ship, the enemy's most potent fighting machine. Missile attacks quickly took out Colian's defences, and the colonies waited for the end to come.

But come it didn't, for the enemy fully intended to keep the colonies producing, but now it was for the production of components for the most awesome of weapons— Terrorpod Fighting Machines. These components were to be taken back up to the mother ship, for final assembly off the planet surface.



Your mission is to discover the secrets of Terrorpod manufacture, by obtaining components. You start with a Defence Strategy Vehicle (DSV), a small trading drover, and an incomplete map of the area.

Everything was OK for a while. You kept a low profile, trading a little here and there, top build up your mineral supply. Then the Mother Ship detected you and the enemy's strategy changed immediately. Now they were intent only on the destruction of every colony on Colian, together with the secrets they held.

To succeed in *Terrorpods*, you will need to map all ten colonies, and gain an understanding as to how to use the many and varied game features, as well as how the various installations inter relate.

To help you get started, Psygnosis has supplied a map with the game, with one of the ten colonies already marked, showing the shuttle routes between each installation.

Once you know where everything is on Colian, you must then become a master of trade, learning where different minerals are considered valuable or cheap.

Combine this aspect of the game with the requirement for fast reactions when avoiding or dishing out missile fire, and quick thinking when working out what to do next, and you have a game that will not be cracked over night.

Congratulations are due to Psygnosis. In the past there games have been pretty but somehow lacked that vital playability. With *Terrapods*, everything has come right.



GRAPHICS	10
SOUND	10
VAKUE	9
PLAYABILITY	9

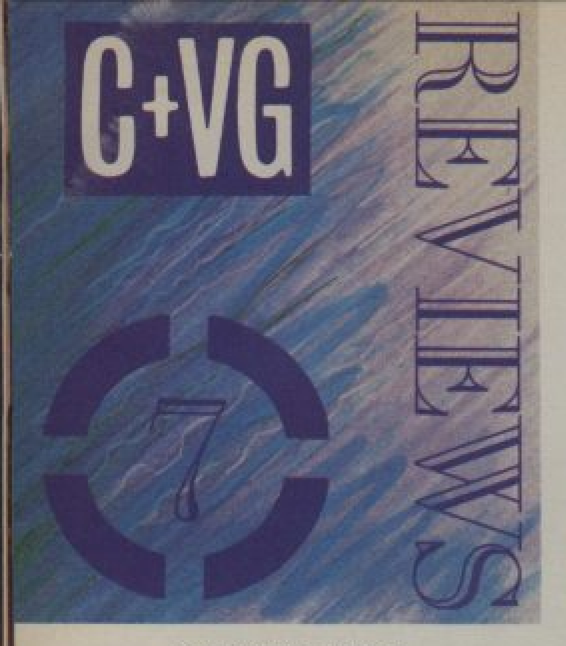




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Morpheus

▶ MACHINE: CBM 64
▶ SUPPLIER: RAINBIRD
▶ PRICE: £9.95/£12.95 DISC
▶ REVIEWER: IAN

Andrew Braybrook has earned himself the right to be named one of the top games programmers. Ever since Andrew's first two major releases, *Paradroid* and *Uridium*, there has always been much impatient finger-tapping going on as Braybrook addicts wait for his next block-buster.

The wait is over, for his latest offering is called *Morpheus*. The objective is incredibly simple, enter the charge-dominated universe, attack and destroy the orbitals, and shut down the nucleus.

You begin with a standard spaceship, equipped with a short range plasma-beam. You are able to build and develop your ship by purchasing and earning extra weapons and systems.

Points scored are converted into guineas, which in turn permit you to purchase your extra requirements.

In all, there are fifty levels. The mysterious *Morpheus* is located on the final level.

The screen display is split in two. The top display has player one's total points on the far left, and player two's to the front.

A radar display is situated at the top centre of the screen and only shows the nucleus and the charged orbitals that are scatterd around the universe. The bottom display shows the playing area. On each and every level you must attack and destroy the charged orbitals which are defended by morphai particles.

The morphai escape from the Orbital once it's under attack. Attacking the Morphai gives you valuable extra points.

Immediately after the orbital has been destroyed, it collapses to become a Neutron Dwarf and the Radar display will turn red.

As soon as the orbital has collapsed, you must whizz back to the Nucleus at the centre of the universe and destroy some of the bonus Morpheus symbols which are emitted by the decaying nucleus.

The points gained from destroying these is invaluable. Once the nucleus has completely disintegrated, your ship is transported back to the docking bay.

As you progress through each level, the quantity of orbitals that have to be destroyed increases and all the time the morphai become more and more aggressive and begin to be less susceptible to your older weapons.

When back at the docking bay, the points which were just gained are converted into guineas.

If you were lucky enough to have gained quite a considerable amount of points, you may be able to commission your ship with a selection of systems and weapons to enhance your capabilities.



Each item has a menu, within this menu is a selection of alternative add-ons which include onboard systems, replacement hulls and extra weaponry.

It is essential that you equip your ship with as many add-ons as you can, and as early as you can.

The correct choice of add-on is also essential, as you will find out. The best way to get as far as you can in the game is to blast everything that you come across so that you get as many points as possible.

Then when you return to the docking bay you will have plenty of guineas to splash out on what ever your heart desires.

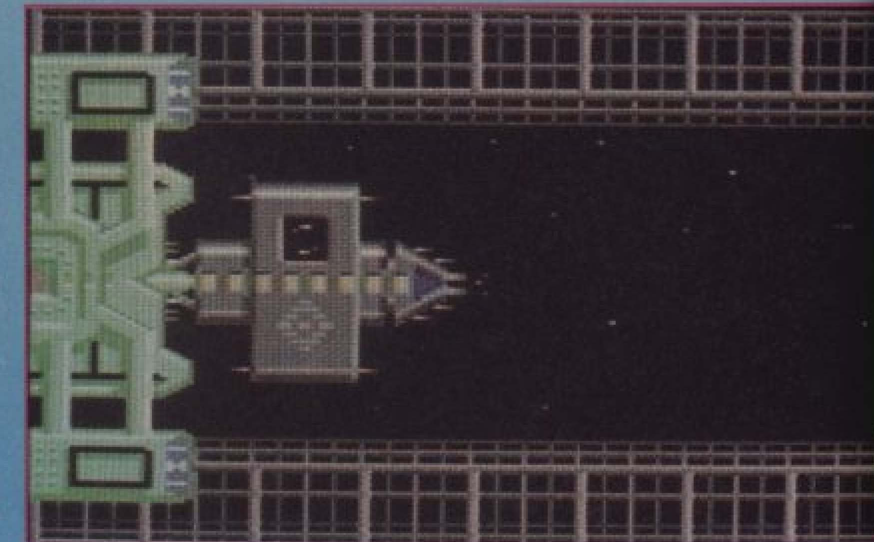
To tell you the truth, I was very disappointed with *Morpheus*. The originality of the game is great but the game play is extremely laborious.

Probably the best thing about the game was the music and sound effects. Steve Turner has done a neat job on these, the music has a good ryhthm to it and the sound effects up to *Uridium* and *Alleykat* quality.

Morpheus is more of an arcade/strategy game, not the usual arcade shoot — em' — up that Andrew has been associated with in the past.

Graphics are of the usual Braybrook quality, playability is tough but after a considerable amount of practice, playable.

For those of you who are strategically minded, then *Morpheus* could be quite a challenge for you. If you're a follower of the Braybrook arcade shoot — em' — up series and were hoping for another, then *Morpheus* may not be what you expected.



Overall, *Morpheus* is visually very good, only it's playability and lack of back drops let it down. If you had set your heart on buying *Morpheus* when you first read the previews, I suggest that you actually try the game out for yourself, before you decide.

I'm not saying that the game isn't good, it's just that it didn't appeal to me and this may go for you as well.

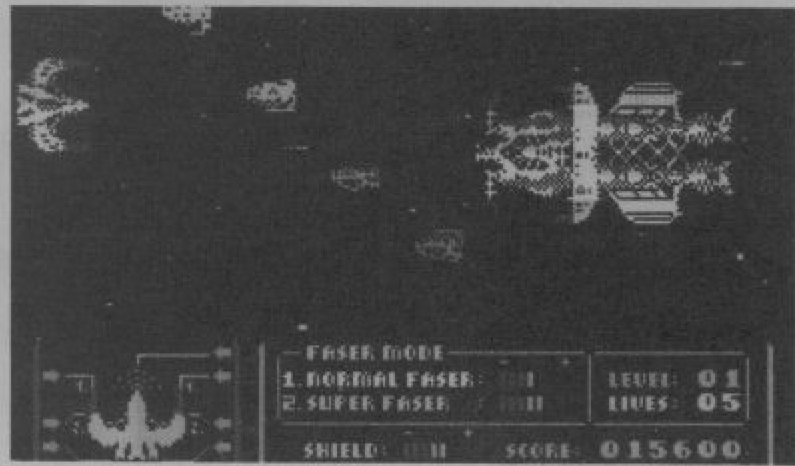
Give the game a test before you shell out your hard earned pennies.

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	7





Thunderceptor



► MACHINE: SPECTRUM
► SUPPLIER: GO!
► PRICE: £8.99
► REVIEWER: TIM

Thunderceptor is an interesting attempt to turn the shoot-'em-up into a sort of arcade adventure. *Thunderceptor*, developed by Ernieware in the Netherlands, features icon driven menus and a load/save feature. Ever seen that on a zap-to-kill game before? No, neither have we. And it almost works — if only the shoot-'em-up part had been just a smidgen faster.

Load in the game and you see a series of icons which allow you to load/save your hi-score and position in the game, check out your hi-score and any medals you may have won, look at the configuration of the enemy fleet and the number of these craft you have knocked out of the sky and finally re-arm your ship between levels.

All nice touches which make *Thunderceptor* stand above the normal shoot 'em up in terms of presentation. Graphically, the shoot 'em part is pretty good. Big ships, nice animation — but it lacks the sort of urgency that a classic zapper needs to keep you coming back for more.

It's a scrolling shoot 'em up in the *Defender/Salamander* style — but falls short of the classiness of those two games.

The action seems a mite slow — although it is difficult to zap the approaching enemy craft, which come in many and varied forms. Shame all the neat icon driven additions weren't coupled with a hotter game.

► GRAPHICS	8
► SOUND	6
► VALUE	7
► PLAYABILITY	8

Rygar

► MACHINE: SPECTRUM
► SUPPLIER: US GOLD
► PRICES: £8.99
► REVIEWER: TIM

Yeah! *Rygar*, at last! Get the tape loaded up NOW! Nice loading screen — but what about the game! Hmmm. Graphics ain't that impressive. *Rygar* looks a bit wimpish and moves a bit oddly for my liking. And was that the first level? I've completed it without losing a life! Shock horror! On to level two — which is a bit more difficult. I'm starting to enjoy this a bit more now despite the dodgy graphics.

And some of the effects — like the three creatures doing acrobatics, leaping on each others shoulders — are a bit neat.

If you've not seen the coin-op you won't know that *Rygar* is a barbarian character trapped in a world full of larger than life monsters, objects and weapons to be collected and, more importantly, a lot of fun to be had!

The coin-op is a multi-level, horizontally scrolling game with stunning graphics, huge characters and great gameplay.

The Spectrum version, we haven't seen any others yet, crept into our office just before we went to press with this issue, and initially it looks very disappointing. But ignore the graphics — maybe we're being spoilt by all those ST games — and play the game. Soon you'll be hooked.

Although the first couple of levels are reasonably easy to complete you soon work out that almost all the elements of the coin-op are present — so if you have played the arcade version, you'll be able to use all those hard-learnt tricks in the computer version.

As you hack 'n' slash your way through the assorted monsters you'll find some things are transformed into objects or weapons which will be useful to you in the future. Objects like:

● **The Star** — gives you extra firing range.

● **The Crown** — gives you extra firepower. You can kill more than one monster at a time.

● **The Tiger Head** — allows you to kill monsters by jumping on their heads. Without this you can only stun them using this technique.

● **The Shield** — makes you invulnerable for a short time.

● **The Sun** — allows you to jump higher and have a crack at flying monsters.

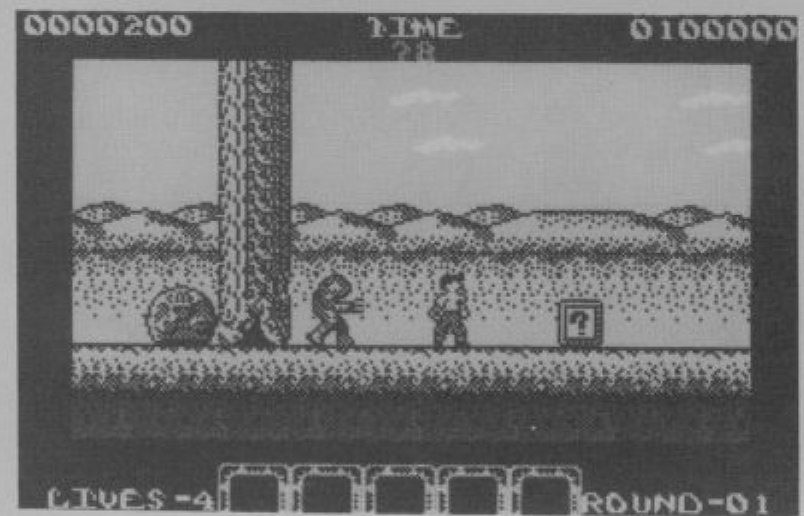
Each level has to be completed within a set time limit — ticking away at the top of the screen. So don't hang around killing monsters for too long. You can go back on yourself to pick up objects — but beware wasting too much time.

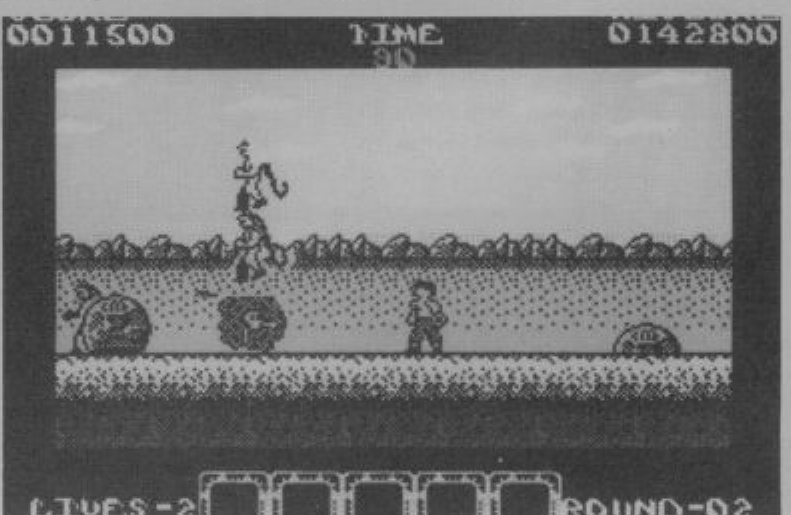
If you reveal a question mark don't pick it up — shoot it first to uncover what the real object its hiding.

Ignore the graphics and enjoy the game is my message. We've yet to see the other versions — but we know you've been waiting for this game with itchy joystick fingers, so watch out for more *Rygar* reviews in up-coming issues. Overall, Spectrum *Rygar* is slightly disappointing — compared with Elite's *Thundercats*, which is, we have to say it, a similar type of game.

Spectrum owners should take a look at the game before they buy — this version could be for hardened *Rygar* fans only.

► GRAPHICS	6
► SOUND	6
► VALUE	7
► PLAYABILITY	8







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▶SUPPLIER: GO!
▶PRICE: £8.99 (SPECTRUM)/£12.99 +3) £9.99 (C64/AMS) £11.99/£14.99 (C64/AMS DISCS)
▶VERSIONS TESTED: SPECTRUM/AMSTRAD
▶REVIEWER: TIM

Where's that terminal! The clock is running down too fast there've too many damn aliens in the way my ammo and energy are running low and I'm real close to destroying the bomb! It's action all the way as the *Go!* label kicks off with a real winner.

Trantor gives you arcade action with a capital A! And it's probably the best game the Amstrad has seen for a long time.

The scenario goes like this. *Trantor* is the sole survivor from a team of stormtroopers sent to the planet Nebulithon to destroy the deadly *Quark Mk3* bomb and restore peace and harmony to the galaxy.

Someone sabotaged the stormtroopers' ship which was destroyed as soon as it landed in the underground complex where the bomb is hidden.

Trantor escaped—but faces an additional hazard apart from the alien defence systems. His bosses implanted all the troops with a special bionic body-bomb just to make sure they completed the mission and came back without pinching the bomb for their own evil schemes.

This means that Trantor has to dash between security terminals in the underground complex resetting the timer on his body bomb. He gets just 90 seconds to dash between the terminals which also dish out other goodies—like energy giving food, ammo and the all-important security letters which, made up into a whole password, will give you your beam code used to escape this hostile environment.

In between you must fight off hoardes of droid defenders and some awesome looking Alien-type creatures.

Run, shoot, duck and dodge your way through the ever changing tunnel complex. Search the lockers for extra equipment and watch out for the eight computer terminals.

Without the code you're dead. It's easy to access the terminals—no fiddling about with keyboard controls.

Just position Trantor in front of the terminal and pull down on the joystick. The screen changes and you see a print out of the code letter you've discovered as your time clock resets.

Access the lockers and the game freezes while the contenets are displayed in the status readout at the top of the screen.

Animation and graphics are excellent on both Spectrum and Amstrad versions. And gameplay is totally addictive. The Amstrad game is one of the most colourful and action packed that machine has ever seen.

Watch out for the animated loading sequence which shows Trantor's ship slowly landing—and then detonating, leaving our hero all alone on the planet.

At the end of each attempt you get a percentage rating and a cute comment on your performance. See if you can spot the rude remark about Fergus McGovern — the boss of the programming team Probe software.

Sound isn't bad, specially on the +3. *Trantor* is a fine debut for a new label—and if this is the shape of things to come expect big things from Go!



	SPEC	AMS
▶ GRAPHICS	8	9
▶ SOUND	7	7
▶ VALUE	8	8
▶ PLAYABILITY	9	9





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Implosion

10

► MACHINE: CBM 64/SPECTRUM
► SUPPLIER: CASCADE
► PRICE: £9.96/£14.95 (CBM)/£8.95 (SPECTRUM)
► VERSION TESTED: CBM 64
► REVIEWER: PAUL

Implosion is from the mind of 16 year old Joe Booth, aided by graphics from John Cassells and sound by Fred Gray. It promises great things to come but, for me, it lacks that vital, almost indefinable ingredient which makes a good game. To be honest, I can't quite put my finger on the reason for it, but it fails to satisfy.

The plot is weak. The Earth is under threat (yes,again) from a peril from deepest space. Nothing new and original about that, is there? It's the same as a hundred other games.

Some nasty intelligence has managed to harness the power of a White Dwarf star and created an artificial planet around it. That planet is now on a collision course with good old mother earth.

And guess what? You must save the world.

You do this by flying in and around the planet's protecting grid. Your craft can zip in and out of the grid which is very impressive.

What you have to do is locate and destroy energy cells on the grid and collect the crystals of energy which are released. To get these you must duck and dive under the grid. But you must learn which are beneficial to your mission and those which will hinder it.

It goes as follows: grey–extra life; green–extra energy; brown–extra points; pink–extra time; blue–saps energy; black–smart bomb.

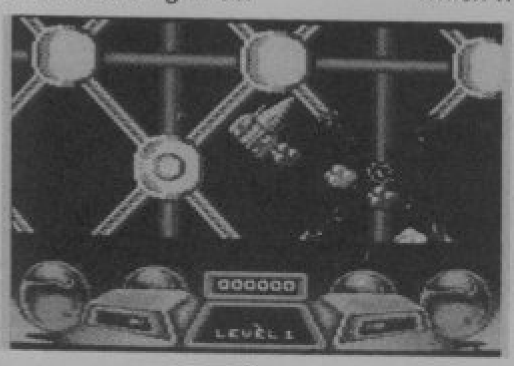
Eventually the grid will begin to break up and you must find the portal to gain entry to the next level. In all there are eight levels to penetrate.

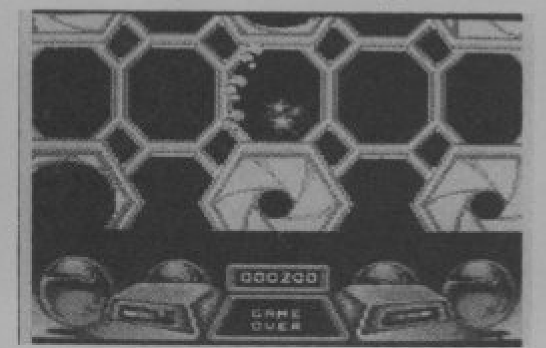
Of course there are various "anti-bodies" zipping in and out of the grid which must be destroyed before they destroy you.

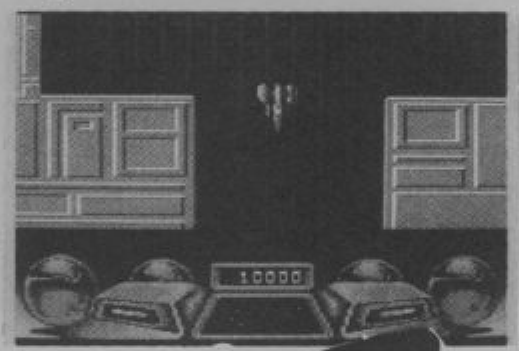
The game does look nice though, with its colourful grids, 360 degree scrolling action, and the sound is nice. It's just that . . . well, I didn't get a great deal of fun out of it.

But Joe Booth obviously has a lot of good ideas whizzing around his brain. We look forward to his next one.

► GRAPHICS	9
► SOUND	8
► VALUE	8
► PLAYABILITY	7







Complete Bastard

► MACHINE: SPECTRUM/CBM 64/ AMSTRAD
► SUPPLIER: VIRGIN
► PRICE: £7.95 (SPECTRUM)/£9.95 (CBM)/£8.95 (AMSTRAD)
► VERSION TESTED: SPECTRUM/ CBM 64/AMSTRAD
► REVIEWER: AMSTRAD (PAUL)/ SPECTRUM AND CBM 64 (LEE)

It wasn't long ago that Virgin's Richard Branson undertook a Government crusade to clean up Britain's litter. A noble cause. So, I ask myself, how come he allows this piece of rubbish onto the streets?

This game, writes Paul, made me so angry. I found it crude, vile trash designed to cash in on Ade Edmondson's book of the same name. It's even worse than *The Young Ones* from Orpheus — and that's saying something. Come to think of it, that featured good old Ade as well. I wonder how he feels about putting his name to a couple of the worst games in existance?

Okay, I'm getting too angry. So let's go over to Lee for his views.

Hi, it's Lee here. Enough of the outbursts. This is what I think:

Have you ever fancied being a complete and utter illegitimate person? (I've been asked by Tim not to use that certain word very often). Have you ever wanted to gatecrash a yuppie party, and throw up over someone? Well, I can't say that it has ever occurred to me, but apparently the gang at Virgin, and in particular, Ade, think you have, which is why they've released this game.

It's basically a cross between *The Young Ones* from Orpheus, and *Spy Vs Spy* from Beyond. The overall object of the game, is to be as vulgar and as nasty as possible, and light up the phrase COMPLETE BASTARD, (sorry Tim, I didn't mean to use it!).

At the bottom of the screen are four meters. The Weee and Drunkometers speak for themselves, as does the Fart and the Smellometers, but these can be revealed by pressing the F key, and letting out a pretty whiffy poo!

At first, the game is quite difficult to get the hang of, due to the slightly strange screen layout that lets you view the same room from two different angles, hence the new display feature, "Bastavision".

As I've said, it's slightly confusing at first, but once you get used to it, it works exceptionally well.

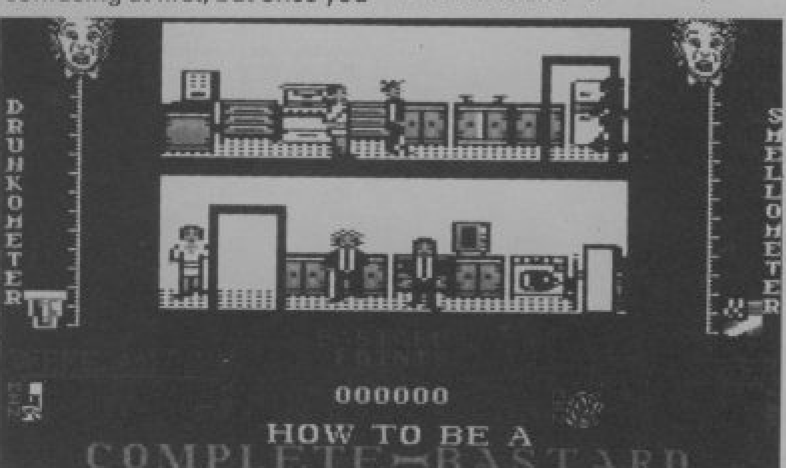
Graphics, although monochromatic, are very detailed and fit well into the overall structure of the game.

I enjoyed it, and although it's fairly simple it's definitely one for your software wanted list.

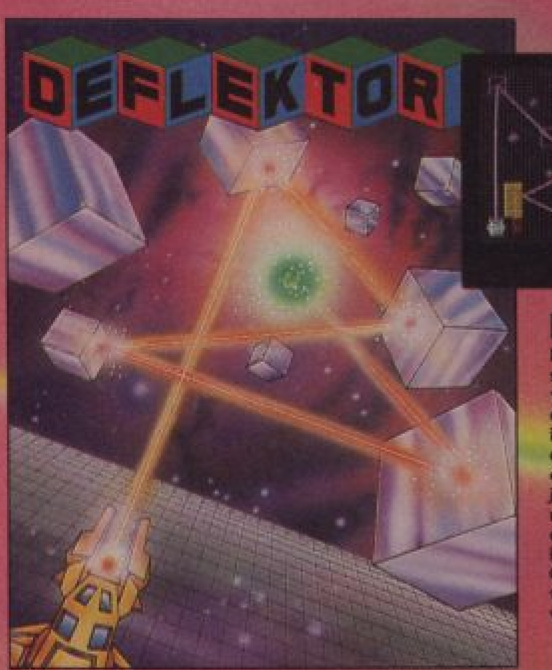
Watch out! Paul's coming back to sum up.

Paul: I don't understand Lee liking this but that's his decision. In my view *HTBACB* is crude, tasteless and, even worse, unfunny.

	SPECTRUM	CBM 64	AMSTRAD
► GRAPHICS	7	7	7
► SOUND	5	6	6
► VALUE	7	7	4
► PLAYABILITY	8	8	4



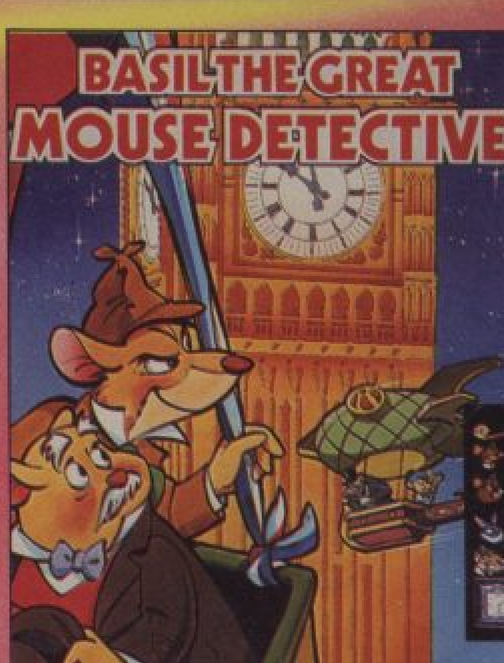
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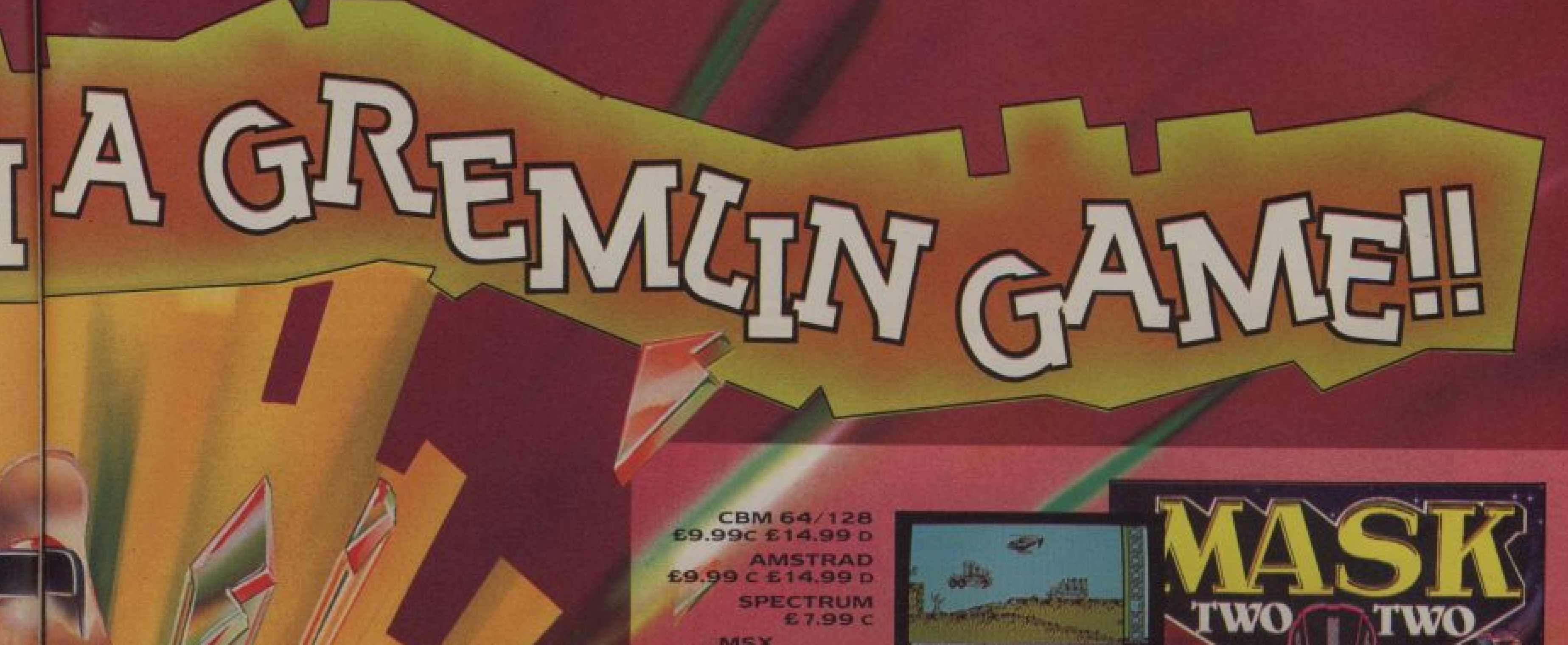
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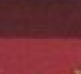
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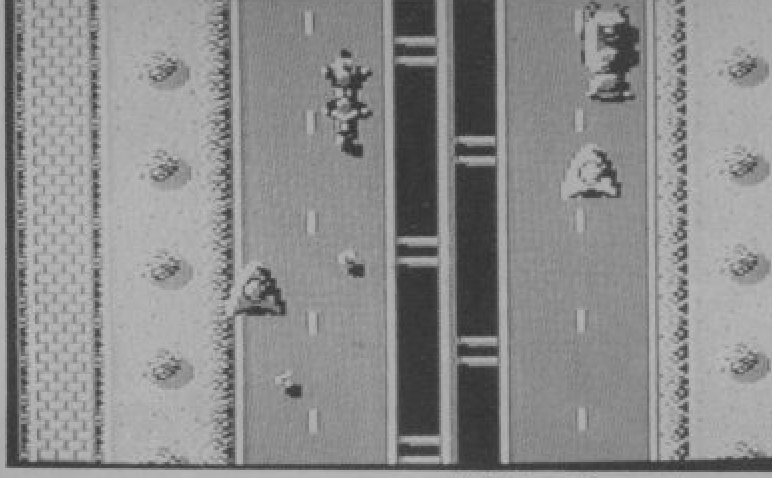
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own games.
Simplicity is the key word for *The Kit.* All you need to use is the joystick and space bar. The manual is not too long to tax your powers of concentration

Shoot'em-up Construction Kit

► MACHINES: CBM 64
► SUPPLIER: OUTLAW
► PRICES: £14.95 cass/£19.95 disk
► REVIEWER: PAUL

There are some products which almost make you tremble with their power and potential. *The Shoot 'Em Up Construction Kit* is one of them.

Just imagine it. I am to computer programming what our Ad man Garry Williams is to healthy living. Yes, I admit. I just turn the machines on and play. But now, thanks to this wonderful product, I actually have the power to create my own games.

Simplicity is the key word for *The Kit.* All you need to use is the joystick and space bar. The manual is not too long to tax your powers of concentration and is clearly written.

It's from the minds of those *Wizball* wonders, Sensible Software, and will be marketed by Outlaw Productions, a new label from Palace Software, the people who brought you *Barbarian — the Ultimate Warrior*. That pedigree alone should set you tingling with anticipation about this construction set.

It's so good that the brains at Outlaw think other software houses will use the set to produce their own games.

That says something for the powers of the program. And when you consider that it will cost £14.95 on Commodore cassette, you're talking about a value for money buy as well.

The whole thing is controlled from a main menu which gives you options to edit sprites, backgrounds, sound effects, attack waves etc. Choosing one of these options brings up a sub-menu with further options.

The sound effects available are truly amazing. Hearing is believing.

The set comes with four games which demonstrate just what you can achieve with it.

Right, obviously there is not the space here for a detailed rundown of what you get, so here are the key facilities.

Sprite designer: for those who don't already know, these are the things you see moving round the screen — ships, bullets, aliens, etc. The designer has facilities which enable you to slide, mirror and copy.

Background Editor: This allows you to design characters, build them into blocks and position them on a map of the game.

Object Editor: Makes even the most complex sprite placing and animation simple.

Sound Effects System: With this you can produce the weirdest firing, explosion and other incidental effects you will ever need. This is tremendous fun. I spent ages just listening to the most wonderful noises.



It is also simple to design a game messages and credits with the Front End Designer.

You can also use the Storage System to save and load at any stage. Hopefully, the guys from Outlaw will find ways of converting this to other machines. Meanwhile, if you have ever had any desire to create a game, then get this. Quite simply, it's brilliant. There are no ratings because they don't really apply.

Hopefully, you'll be seeing my first game shooting to the top of the charts. It's provisionally called *Kaptain Kid Krushes the Killer Kreatures.* Software houses know where to contact me.

C+VG HIT

Zig Zag

► MACHINE: CBM 64
► SUPPLIER: MIRRORSOFT
► PRICE: £9.95
► REVIEWER: IAN

Don't worry, *Zig-Zag* isn't a re-release of the infamous DK'Tronics game which was written on the Speccy all those aeons ago!

The game is set in a 3D landscape, with plenty of puzzles to solve and aliens to zap. You are in control of a small, elongated ship which moves across the *Zaxxon*-style, scrolling playing area. Your tasks include collecting all eight crystal fragments which are scattered across a quantity of 16 different zones, and then making your escape by finding the End Zone.

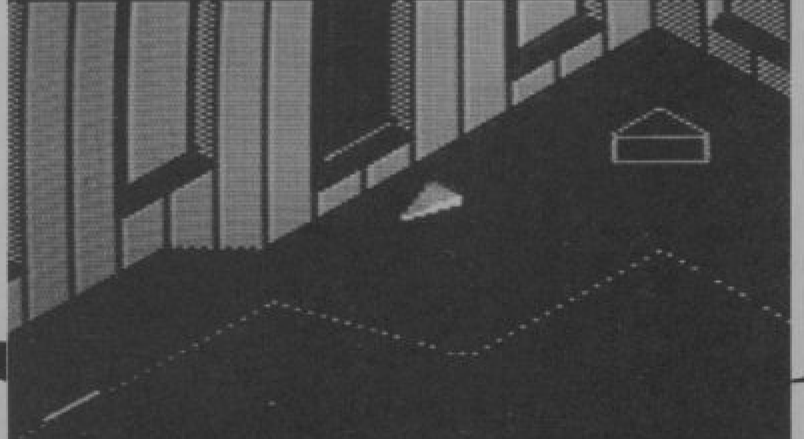
There are two different built-in versions of the game, an arcade version and an arcade adventure version. This gives you the choice of being an all round blaster or an intrepid explorer. In each version, you will come across a variety of corridors, junctions and prisms which should be approached with great care and accuracy.

You control your ship down four-way, diagonal scrolling corridors which are connected by cross and t-junctions. The single, double and triple grouped prisms are positioned at right angles at the appropriate junctions.

The arcade adventure version consists of a host of logical problems to solve. These come in the form of hidden junctions, corridors and prisms. These can be revealed by passing over small touch pads, which are found scattered along the chequered floors. Successfully operating the correct touch pads will ensure that you are able to delve deeper into the maze and achieve your goal.

All junctions of the maze are open, and all hidden prisms are revealed. There are no logical problems to solve, just pure alien zapping from start to finish. There are seven types of aliens, each with three unique ways of attack. Each time you kill of an alien, you get a certain amount of points and cash. When you have accumulated enough cash, you'll be able to stop off at your nearest shop. You can buy anything from extra power to weapons.

Zig-Zag is one of those games where it has to be played first before buying it. It will probably appeal to people who like games that are original and full of new ideas.



► GRAPHICS	8
► SOUND	7
► VALUE	8
► PLAYABILITY	7

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WOOLWORTHS TOP 30 COMPUTER SOFTWARE

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2.	World Class Leaderboard	U.S. Gold	C64	9.99
3.	Renegade	Imagine	Spectrum	7.95
4.	Mercenary	Novagen	Spectrum	9.95
5.	Renegade	Imagine	C64	8.95
6.	Tai Pan	Ocean	Spectrum	7.99
7.	Bubble Bobble	Firebird	Spectrum	8.95
8.	World Class Leaderboard	U.S. Gold	Spectrum	8.99
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15.	Bubble Bobble	Firebird	C64	8.95
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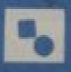
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Cruncher

► MACHINE: AMIGA
► SUPPLIER: ANCO
► PRICE: £9.95
► REVIEWER: CHRIS

Hurray! What am I cheering about? Well, one of my all time favourites has finally been produced on the Amiga. What is it? *Pac-Man* of course.

Yes, they've finally brought out a *Pac-Man* for the Amiga. I thought that being such an old game, software houses would forget all about this classic and it would be lost forever. This *Pac-Man* is not the original as produced by Atari, but it's by Anco and is called *Cruncher Factory*.

Your aim in *Pac-Man* is to guide your little yellow 'ball with a gob' around a maze and eat all of the little white dots or pills. This would be quite boring on its own, so you also have to watch out for the ghosts. Woooooh!

The ghosts are nasty creatures who like nothing better than to chomp on your bones. There are four ghosts in *Pac-Man*, and so there are four in *Cruncher*. But Cruncher has one special feature. Well, it's not exactlky a feature, more a gimmick. With the press of a few keys, the ghosts will all transform themselves into nastly little Atari logos, and your little yellow spheroid will turn into the famous 'Amiga Ball'.

This has no real use, but nevertheless it is quite fun to see an Atari logo legging it away from a little red and white ball which has just consumed a power pill.

A power pill? Yes, a power pill is a small green pulsating dot which will give Pac-Man super munching strength for around 15 seconds, more than enough time to get his revenge.

There are four power pills per level, well at the start anyway. You see, one of the interesting things about this great version is the fact that, if you wish, you can create your own Pac-Mazes, or edit an existing one. The disk comes supplied with 30 different mazes and an extra 40 can be added. This brings me to the only sour note.

The game disk is copy-editied, to protect piracy and the like. Smart move, right? Wrong. Because the disk is protected it means that you can only save your mazes on the original disk, very dodgy. What Anco should have done is offer a non-protected version for a few pounds more if you send them the original disk. A number of companies are already practising this including Electronic Arts, authors of the fantastic *Deluxe Paint*.

Still, that's only a little problem, nothing to affect gameplay.

So, what have we got. A really neat and extremely fast version of the arcade classic with extra bits like a screen editor. Nice graphics, although not what you call Amiga standard, and the sound isnt much cop either, but it has it where it counts.

► GRAPHICS	7
► REALISM	7
► PLAYABILITY	10
► VALUE	10

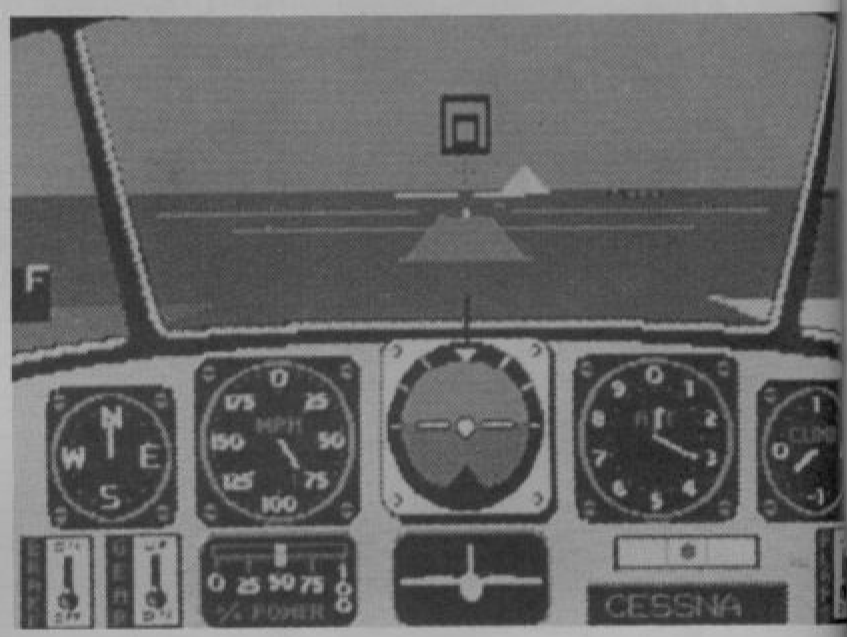
Flight Trainer

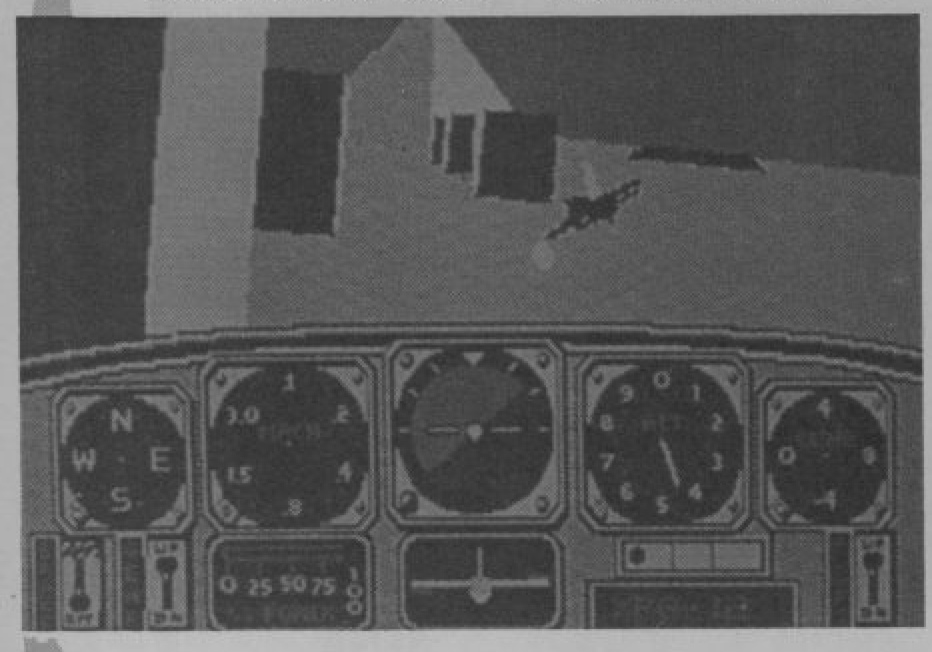
► MACHINES: CBM 64/IBM TANDY
► SUPPLIER: ELECTRONIC ARTS
► PRICE £16.95 disc
► VERSION TESTED: CBM 64
► REVIEWER: STEVE

Often when somebody famous endorses a computer game, the game isn't very good. The legendary Brigadier-General Charles Yeager, US Air Force, first man to break the sound barrier, is an exception, and so is this game. It is demanding and difficult, and you won't master it in a week, but like flying it's well worth the effort.

This is a flight simulator, not a combat simulator or wargame (we are promised those later). The only things you really need to think about are the joystick and throttle. But anyone trying to fly like an arcade game soon learns differently – the controls are very sensitive and very realistically tuned. Part of the program actually teaches you the basic manoeuvres of flying in a Cessna trainer, first with the 'instructor' in control, then with you coping solo.

The core of the program is a Flight Test simulator which allows you to test fly any one of fourteen different aircraft, ranging from World War One fighters to modern powerhouses capable of over three times the speed of sound. You are not told how they perform, it is your job to find out and record it. Particular fun are three fictional aircraft, all similar-looking modern jets with very different ways of behaving in the air.





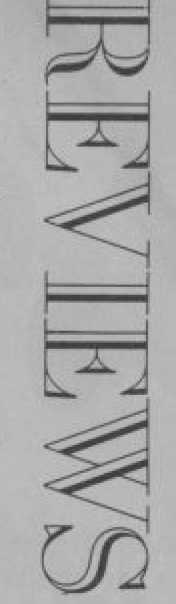
The program works in real time in a 'world' that has three different airports and a number of aircraft 'obstacle courses'. These can also be used for aircraft racing – at below 100 feet in one case – and for formation flying stunts. These are not to be attempted until you've really worked out how to fly.

Some of the options offered seem unecessary, like the ability to look through the aircraft's floor or tail, or move outside it in flight to see yourself from a chase plane or a satellite, or employ an eight-times zoom to look at an object.

Altogether this is the best, the most realistic, and the most comprehensive flight simulator that I've seen on the market.

► GRAPHICS	7
► REALISM	9
► PLAYABILITY	9
► VALUE	8









Action Force

- MACHINES: C64/SPECTRUM/ AMSTRAD
- SUPPLIER: VIRGIN GAMES
- PRICE: £7.95 (Spec) £8.95 (Ams) 9.95 (C64)
- VERSIONS TESTED: C64 /SPECTRUM
- REVIEWER: TIM

This is, quite simply, Virgin's best release since *Dan Dare*. And it comes as no surprise that, like DD, *Action Force* has been put together by The Gang of Five. It's based on the comic/toys of the same name — but don't let that put you off. Like *Thundercats*, also reviewed this ish, the game stands up in its own right as a good, solid blaster.

But there's a bit of arcade adventure and strategy thrown in for good measure — making *Action Force* one of the few games around right now that will last beyond the first few plays.

True to form Gang has put together two completely different games on the Spectrum and 64. OK, so some of the elements are the same — but if you've got a 64 don't expect to be able to beat the game on your mate's Spectrum.

Meanwhile on with the review. First we'll take a look at the scenario.

The small island of Botsneda, just off the mainland, was heavily populated by civilian and military personnel. A ruthless attack by COBRA, the enemy, meant the evacuation of civilians from the tourist resorts of Botsneda.

The military istallation was not so lucky. Despite the latest early warning systems guarding the installation, they only realised they were being attacked after it was too late to retaliate.

The only sensible option was to withdraw, which was carried out swiftly. However, the allied forces destroyed much of the installation to prevent it falling into enemy hands. The eastern sector of the installation could not be destroyed during the attack as there wasn't time, and certain classified information may now be in the evil clutches of COBRA! The allies will have many embarrasing questions to answer about just how this was allowed to happen.

Botsneda's closeness to the mainland is of great strategic advantage to the enemy. Cobra cannot be allowed to consolidate their position, nor must they have the time to retrieve and analyse the classified information left behind on the installation.

Time is of the essence; but conventional forces cannot be used because their planning and deployment will take time.

The eastern sector of the military installation was a spy base which collected information about COBRA personnel and tactics. The main database is on hard disc attached to the computer.

Gun-happy Dreadnoks may well have destroyed it, but the risk cannot be taken. If the enemy studies the itelligence information they will know how to change their tactics and defence systems to defeat the allied forces. Alas, the information will take years to replace.

A crack squad is needed to mount an immediate raid to get back the information (if it is still intact) and get out again.

The Action Force squad will land on the western sector of the island, cutting straight through enemy defences. A.W.E. Striker and Dragonfly are to carry out the raid.

The All Weather and Environment Striker has four-wheel drive and is capable of speeds of 60 MPH cross country. Roll bars protect both passengers. Its biggest assests are its manoeuvrability, speed and smooth passage over rough terrain.

A.W.E. Striker carries delicate tapping equipment necessary to retrieve the classified information from the hard disc.

Graphics vary in all versions. The 64 version has jets, mini-copters, energy barriers all on a background of iron girder type constructions.

The Spectrum version has detailed buildings and tanks and gun emplacements — which reminded me a bit of *Green Beret*, although the game is totally different.

The Striker and the Dragonfly chopper look different in both games, although the basic principle of protecting the Striker by flying the Dragonfly around blasting a clear path while at the same time moving bits of bridge around are the same.

I found the C64 easier initially for although the Spectrum version is more challenging it takes more time to get into.

You have to move quick — in both versions — dodging enemy fire while making sure the bridges are in place for the Striker to cross.

There are eight challenging levels to complete — each with different hazards and enemies to overcome, lots of tactics to be learned and plenty of opportunities for all you tipsters to be learned and plenty of opportunities for all you tipsters to get you maps and tips printed in ideas central!

Great presentation, with info screens appearing between levels giving details about the next set of enemies you'll encounter, nice hi-score charts, nice sound effects — the works!

Great to see Virgin come up with a winner after so many disappointing games this year.



SC:000000 ACTION FORCE 0000 0000 296 000

	SPEC	C64
► GRAPHICS	9	9
► SOUND	7	8
► VALUE	9	9
► PLAYABILITY	10	10

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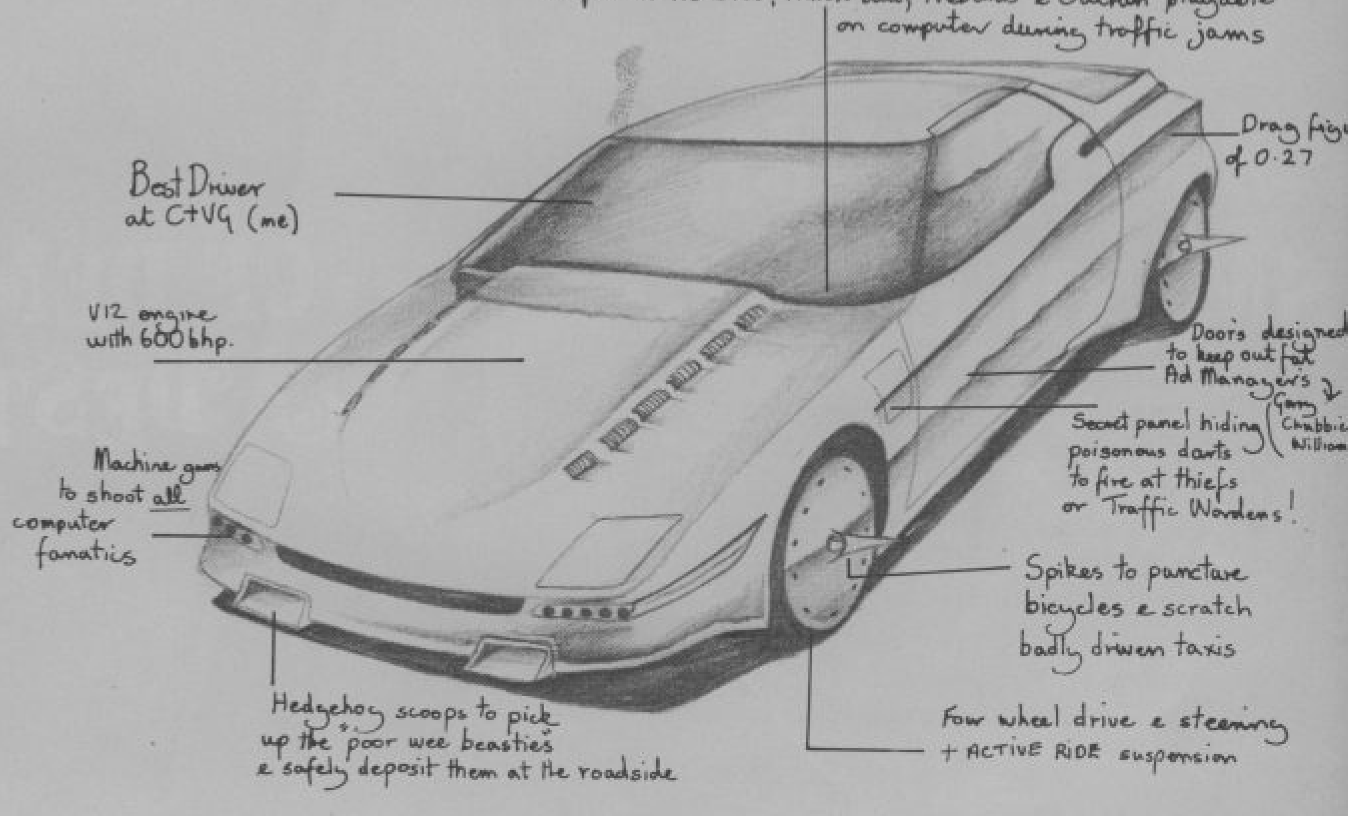
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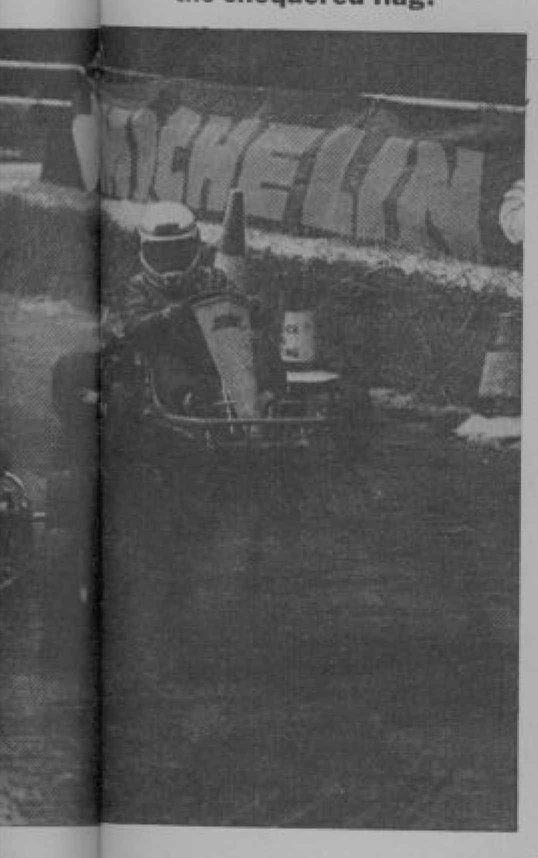
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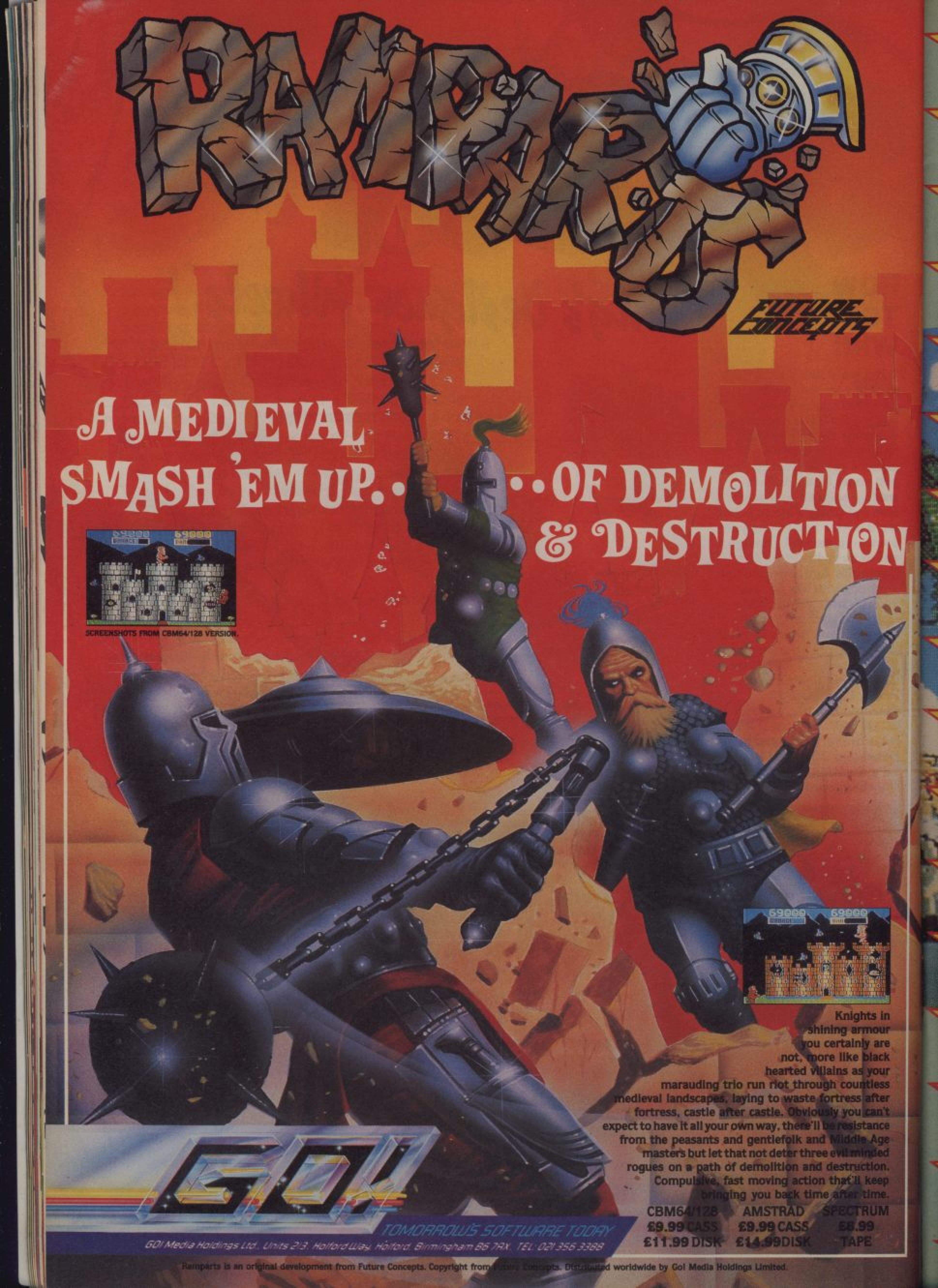
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OUT RUN

The Christmas number one with a bullet? Well, that's up to YOU, the games playing public. But one thing is for sure, the computer conversion of the year's most successful coin-op is the game that everyone is waiting for!

OUTRUN hit the arcades like a steam-roller! As soon as the hydraulic cabinet appeared it was swamped by hoardes of enthusiastic gamesters willing to part with their cash to drive a roaring red Ferrari.

Now the thrills of Sega's sensational coin-op are due to race onto the small screen of YOUR games machine. Will it be good? You Betcha. Here at C+VG we've seen some early versions and reckon that you won't be disappointed.

Outrun is the successor to Sega's *Enduro Racer* and takes the state of the art one step further.

In the arcades the game is housed in a moving facsimile of a Ferrari which hurls the occupant from side to side as each bend is taken at breakneck speed.

The computer conversion can't hope to give you this degree of realism, but it DOES promise greater thrill power than anything you've ever played before on a home computer.

You can settle for a short trip to the Vineyard to tone up your reflexes or go for the sweat of a long haul to Lakeside which takes you through almost all of the locations in the game.

This challenge to squeeze this well wicked game into a home computer is a severe test for a programmer but U.S. Gold are past masters when it comes to taking up the Gauntlet. Geddit?

Enough of these in-jokes. Let's check out the game plan.

Take the wheel of your red roadster at Coconut Beach, choose your route and hit the road.

You can almost feel the wind blasting through your hair as you race against time through the breathtaking landscapes of Death Valley, Desolution Hill, Cloudy Mountain and a host of other locations.

From the heat of the desert to the frozen roads of the Alpine section, your driving skills are stretched to the limit as you feud with juggernauts for your right of way.

A collision may do no more than dent your bodywork and your ego but wrap yourself around a tree or collide with the walls of a tunnel and the car will somersault through the air as it carries you off into oblivion.

If you can stay in one piece, the road dips and rises under your wheels as you motor along, The hilly sections of the game make it very difficult to see what's in front of you. It gets very hairy when your're surrounded by towering rocks.

This is a realistic landscape — not one of those flat, boring computer circuits of the past.

The perspiration and excitement may be real but prepare yourself for possible hallucinations. Your joystick may seem to turn into a steering wheel and your computer could take on the appearance of a dashboard as you race along.

Purists, who simply can't live without the car module, might like to build their own simulator.

First acquire four good strong springs, an old car seat and the obligatory Squeezy bottle . . .

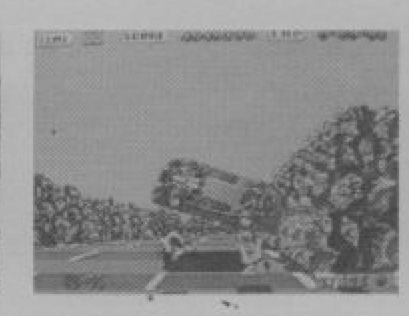
But those of you who aren't into DIY might just like to wait for the January issue of C+VG when we'll be GIVING away a genuine hydraulic *Outrun* arcade machine! Betcha can't wait!

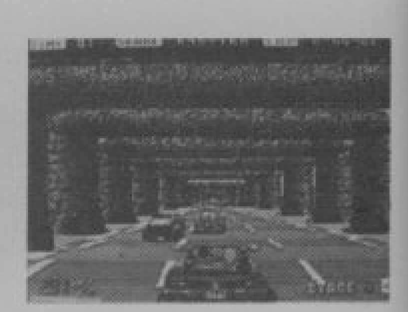


► Three different Outrun machines for the car conscious driver.











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COIN IT

The current romance with coin-op conversions looks set to continue into the New Year — and the US Gold guys have snapped up some of the best of the mean machines, including the epic skateboarding fantasy 720°. And that's not all . . .

THE most difficult skateboarding move is called a 720°. It's at sort of twisting jump — the sort of manoeuvre you see arcade players make when they are trying to play a game and get more coins out of their pocket at the same time.

720° is also the name of the most demanding arcade skateboarding game yet seen. It puts you right in the middle of Skate City — paradise for street surfers.

You play the part of a likely young lad aiming to rise to the top of the skateboarding league. In your snazzy gear you certainly look the part but there's room for improvement. Better equipment is out there for the taking. The catch is that this costs money and the big cash prizes come from the in-park competitions but you're on the outside without a ticket!

The scourge of the city is a swarm of killer bees that appeared from time to time. They seem to have it in for skateboarders, but can't enter parks (probably because they haven't got tickets!). The solution is simple: before the bees appear get a ticket and zoom into a park. Did I say simple?

Skate City is a tough and dangerous town. As you kick along you're assailed by flying frisbies, kamikaze cyclists, careering cars and manic musclemen. You'll also meet the other competitors who are also hustling for tickets. Hit any one of these obstacles and you'll suffer a spill and lose valuable time as bee time approaches. Skate or die!

Prizes are awarded for negotiating special courses which depend on the class of park chosen. The easiest course is a simple downhill run where you make your way down the twisting course by jumping from ramp to ramp. If you complete the course within the time limit you'll win some cash and an Olympic style medal depending on your skill. The most difficult run is the slalom where skill, dexterity and suppleness are tested to the full. The



► 720° ARCADE VERSION



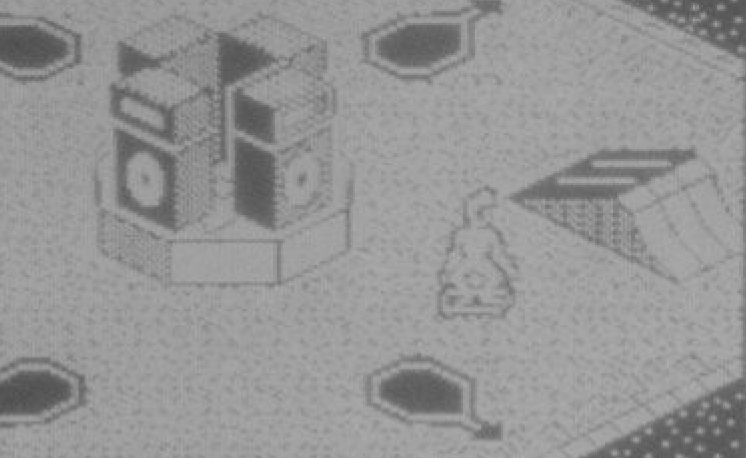
► LAZER TAG

rewards are greater for a successful slalom run but your nerves will be jangling by the end.

When you have enough cash you can buy new gear at the skateboard shop. Shoes let you jump higher, pads let you recover from a fall more quickly, with a new helmet you can be more adventurous and a new board will be faster. All the better to help you on your way but have you got the talent to use them wisely and complete all twenty levels?

C+VG's arcade ace Clare Edgeley, talking about **720°** said: "This would make a fabulous conversion to home computers and I wouldn't be surprised if the licence is snapped up over the next few months." She was right!

Another coin-op coming your way is **Sidearms** this time on the Go! label.



► 720° SPECTRUM VERSION



► LAZER TAG

Sidearms is a desperate battle between the human race and 'Bozon' who intends to exterminate all living things on earth.

First you must shoot your way through until you reach the entrance to the gigantic underground empire.

Once inside, Bozons attack gets harder. You then find yourself in a cave where huge rocks are floating through the air. You will encounter a lot of hidden articles and enemies, especially when the cave narrows and you are attacked from the water.

Eventually, after much fighting, you will come across Bozon's ultimate weapon, 'The Mobile Armour Sentipeet' which must be destroyed at all costs.

Throughout the game you will be given the choice of various kinds of additional fire power.

Sidearms is a superb shoot'em up game with large impressive graphics that keep you trigger happy!

Speed Rumbler, the second game from Capcom, on the Go! label, is set in the 21st Century where a terrorist group mercilessly attack peaceful towns. With only 24 hours left, your goal is to free your family and restore peace in your home town.

You control a car that will travel through towns, desert lands and across oceans.

As you travel you must shoot the enemy and release the hostages.

When rescued, you will receive extra power and bonus points. You must develop a technique to break the enemies' traps and avoid at all costs their trailers and evade the ambushers.

Eventually, you will

Continued on Page 58

COIN IT

Continued from Page 57

arrive in the enemies' town. A once beautiful town that has now been taken over.

Here they will use every possible way to kill you. If you succeed in battle, you will free the hostages and restore peace in the town but it's going to be tough, some of the enemies you will encounter are armed buggies which will obstruct you car by using stretchable horns which hook onto the car and create havoc!

Also shelling trucks move in on you and shoot in eight varying directions.

You will encounter over twenty different kinds of enemy.

Bionic Commandos was recently reviewed in our C+VG arcade action special.

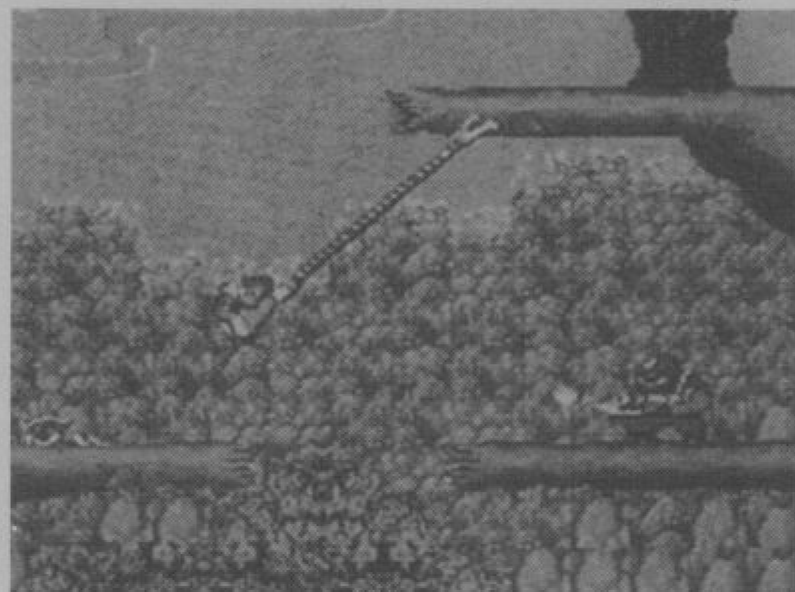
Clare Edgeley wrote: "Capcom's latest release, Bionic Commandos, is a simple but thoroughly enjoyable shoot'em up with one innovative feature – a bionic arm which plays a major role in the game.

"Your mission is to infiltrate enemy lines, destroy their super missiles which threaten your country and discover the secret plans which detail where and how their next attack will be made. Simple!

"Armed with absolutely no useful knowledge about the habits of the enemy you swing into action. Swing is the operative word as your bionic arm shoots out to grab onto a tree branch high above your head. A tap of the fire button and it starts to reel in dragging you up with it. Quick as a flash, hop onto the branch machine gun ready to knock out any attackers.

"Some of the enemy are content to fire at you from a safe distance, others charge onsight and you'd better have that arm ready if you're to escape being flattened and finally others give chase in a desperate attempt to stop you getting near their base.

"Bionic Commandos is a levels game with the enemy base high out of sight. You'll have to swing from branch to branch using



► *BIONIC COMMANDOS*



► *SPEED RUMBLER*

your arm to get you over impassable gaps and to escape the enemy.

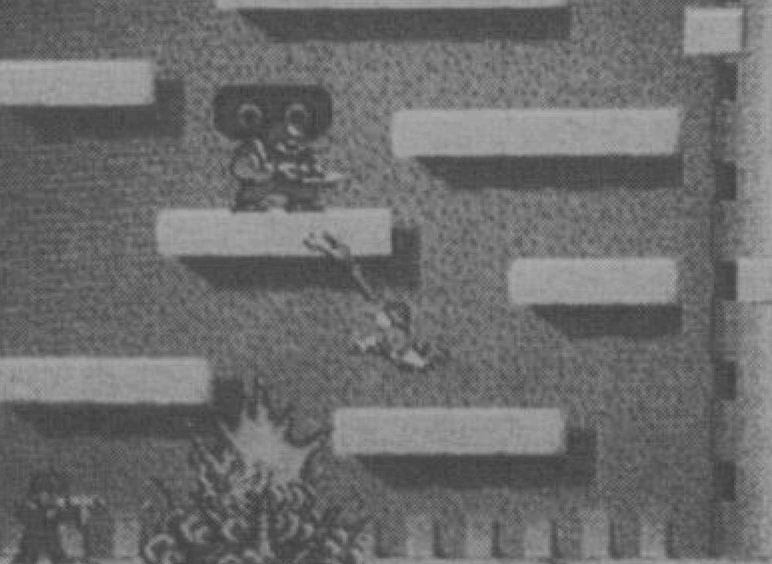
"Apart from being able to hoist you up, your arm, if attached at an angle to a ledge on your left and right acts like a rope.

"You can swing on it Tarzan style and even use it to knock out the enemy. Unfortunately, a blow from the arm only stuns them momentarily, but it gives you time to get your machine gun ready to shoot them.

"The action is fast and highly entertaining. Weapons can be collected en route that is, if you grab them as they float past on parachutes. Again use your bionic arm.

"Hazards include beds of monster thorns, growing like strange orchids on the tree branches and hornets' nest. Both are deadly. Avoid the thorns at all costs and shoot the nests and resulting swarms of irate hornets as you come across them.

"At least if the nests are empty you won't have to worry about being stung to



► *BIONIC COMMANDOS*



► *SPEED RUMBLER*

death in the middle of battle.

"Another tip for the flat footed: not all branches are safe, and more often than not you'll be standing on the wrong end of one when it snaps off from the tree. A plunge to the death is the result. The answer is not to stay for too long in any one place and have your arm at the ready to catch onto a branch or ledge above you. Flying mutants are a further hazard, either knock them out in mid-flight or shoot them.

"After the first level the scenery changes the going gets tougher and the hazards more numerous. But that's only to be expected and adds to the enjoyment of this highly addictive game. Once again Capcom has come up with the goods."

Watch out for **Shackled** from DataEast, this time on the US Gold label.

Shackled describes the state in which your comrades in arms find themselves and your job is to free them. The enemy has locked them in dungeons and you have to fight your way through all the floors of the bastion unlocking doors in your search.

Each of the 112 levels gives you a 3D bird's eye view of the action. The deeper you penetrate the enemy defences the meaner they become so you'll need a range of weapons to take the attacking hoardes.

A special feature of the game is that you can take a friend into this hell to help you out. This doubles your firepower and naturally, your chances of success.

The **Speed Rumbler** is the second Capcom game from Go! It's set in the 21st century and you play a road warrior attempting to free hostages using a heavily armed car.

Alas Biff & Bones

"'ello there Bones, How's the old ST goin' then?"

"Fantastic — I took your advice and went down to the computer shop in town — and to be honest with you Biff — I was amazed!"

"Why's that then?"

"Well, when I got there, every US Gold game was sold out!"

"They must be pretty good then eh! 'ere, 'ave you played Indiana Jones yet?"

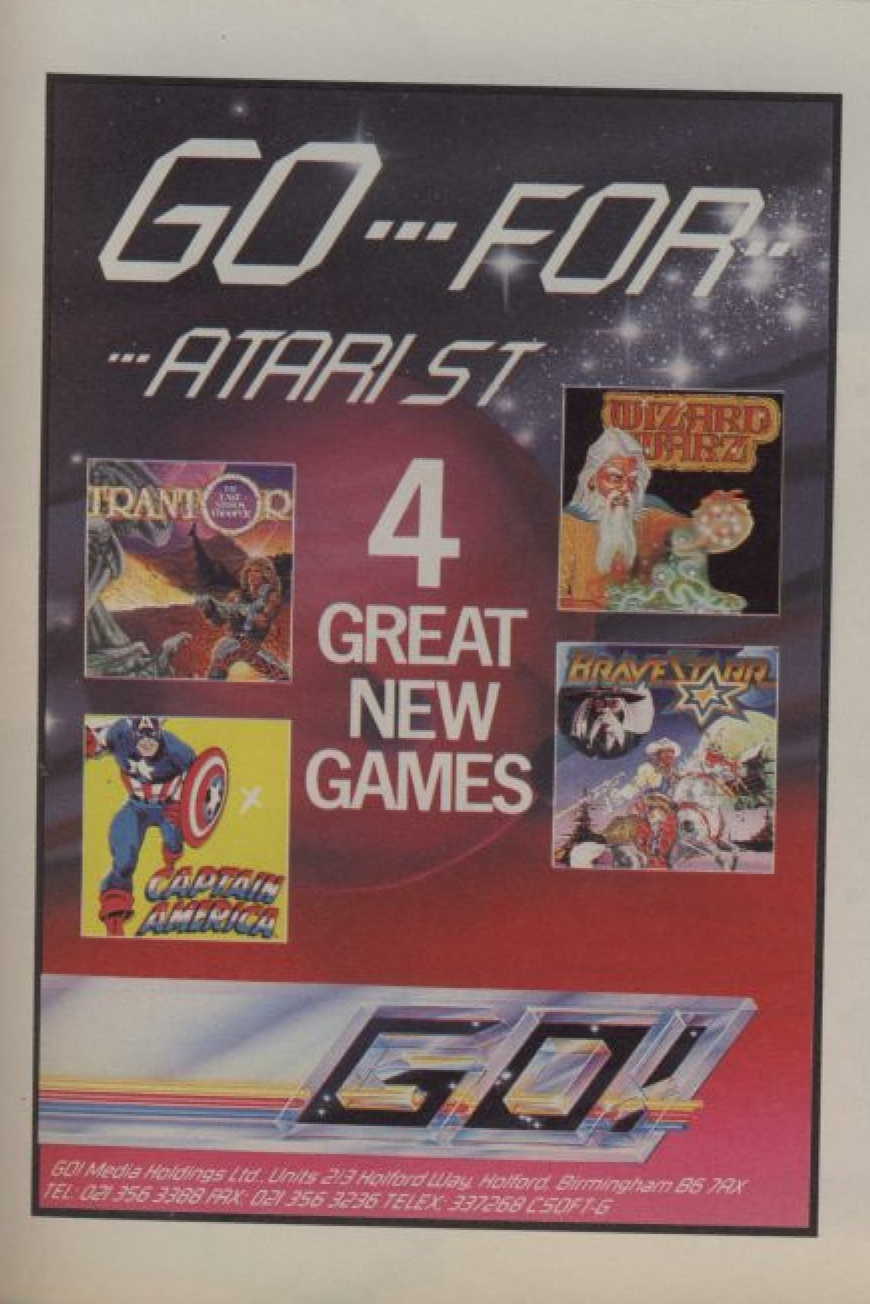
"Yeah, and ever since the missus caught me playing it instead of doing the decorating, our house has been like the Temple of Doom!"

"I bet you can't wait to play Solomon's Key, Charlie Chaplin, Gauntlet II or what's that new arcade game they're doing?"

"Oh you mean Out Run. Of course, I know what it's like to race down the open road in a flashy red sports car with a gorgeous blonde by my side."

"Where was that then Cricklewood High Street? They do say though there's more to come on the new Go! label. I dunno Biff, they're always one step ahead of the competition aren't they!"

"What? with games like their's, whose the competition then?"







GO!

Go! is the newest addition to the US Gold software scene – and it promises to bring YOU some truly spectacular games. Witness Trantor – The Last Stormtrooper reviewed this issue. More good home grown stuff is on the way. Here's a quick run down on what you can expect to see in the next few months.

FIRST up is a computer version of **Laser Tag,** the best selling light-gun game. Laser Tag from Worlds of Wonder, is a totally new concept and the best selling toy in the USA.

It is a futuristic game using infra-red technology which gives a whole new dimension to the backyard game of tag.

The uniquely designed Lazer Tag Starlyte hand 'laser gun' sends an infra-red light beam to the Lazer Tag Starsensor and, if the beam connects with the starsensor, sound and LED lights register the 'tag.

The computer game is set in the year 3010, and you, the player, become a rookie cadet at the Lazer Tag training school who must attempt to gain a higher status level and therefore progress through six ranks; Neophyte, Beamer, Lance, Armsman, Professional and finally Duellist.

All the same rules as the Lazer Tag toy apply in order to earn promotion through the ranks, the rookie must complete target shooting and Rabbitoid. The target shooting test is where the rookie follows a fixed path through the Lazer Tag Arena and must aim the gun to tag as many targets as possible. You will be awarded a score once the test has been completed.

In the Rabbitoid test, you must tag out as many computer controlled players without being tagged first.

► *Captain America*

Lazer Tag is a fast arcade shoot'em style of game set against a detailed verticle scrolling background.

Wizard Warz will take you back to the mystical medieval dark ages when wizards and warlocks ruled the world.

This is a fantasy role playing game with a difference. You will experience as much graphical representation as adventure and strategy.

See the action as you command it and do real battle with the opposition. See the effect of your spells as they hurtle across the screen.

When you enter the game it is at a time when the world is to elect a new Chief Wizard.

The new chief will have to prove himself worthy of the ultimate honour by battling and outwitting other contenders.

In order to pursue your goal, you must complete three stages of the game. The last stage will have you travelling through the [illegible] and battling against horrific monsters to gain experience and collect spells to fill your spell book, ready for the later stages of the game.

► *Capt' America*

The screen will be split into various sections, on information section, the characteristics and spells of your many battle opponents and a larger section displaying the map and action as it happens.

As you lose health or become weak, the map screen will shrink. If a visual spell is used this screen will increase in size thus greatly enhancing your view.

When you are in combat, the monster's spells will be

► *Gauntlet II*

displayed so you may use your spells to counteract them.

For instance, if the wizard or monster you are doing battle against is using fire spells you will have to use ice spells to win.

In the second stage, you will visit the towns to start entering contests to prove your worthiness to contend in the ultimate contests. Also in the towns you may be able to buy spells and food to increase your health.

The third stage will be the final contests. You will be challenged by seven other wizards competing for the honour of Chief Wizard. In this stage you will visit their castles and lairs to do battle.


► Spectrum Trantor

► Amstrad Trantor

► Gauntlet II

Not only will you have had to build up a large store of spells in your spell book but you will need your skills of arcade fighting, as they will be tested to the limits.

If you are a good action fighter you will not need as many spells, as you will have the speed and agility to dodge the oncoming spells with ease, but beware – you may use precious energy, thus reducing your health and vision.

Once all seven wizards have been fought you will have become Chief Wizard and rule the World!

It's back to the time of flying carpets and the mystical city of old Baghdad when you get to grips with **Fast'n'Furious.**

You take the role of a flying carpet mechanic, more commonly known in the trade as a carpet beater, who is fed up of being on the poverty line and decides to earn himself some extra money.

An opportunity arises to work in the USA (Undercover Security Agency). Your first mission is to transport some valuable documents to a military installation which just happens to be the other side of a vast desert full of outlaws, monsters and other flying carpets.

You must board your magic carpet and begin your mission – watch out for the pillars and buildings – these flying carpets can be tricky!

The enemy are onto you straight away and you will be confronted with scores of other flying carpets, the brighter they are in colour, the more dangerous!

Look out for the three big scorpions and the four-eyed monster which must be hit four times before they are dead – let alone the huge dragon and killer centipede!

Once you have flown across the desert and have outwitted the outlaws and monsters you will have to land and do a deal with the leader of the gang, or the Desert Rat, to make the next stage of your journey a little easier going.

You will have 60 seconds to complete the sub-games where you must select the right icons and hand over those you have already collected.

If you satisfy the Desert Rat your stamina will be increased, but if you should fail to keep him happy, the flying carpets in the next level will be more fast and furious than ever!

Once you have satisfied the desert leader you can proceed on your way to the military base. You will play through five levels of fast shoot'em up action and will have to play the sub-game at the beginning of each level.

One of the most famous and enduring Marvel comic book heroes is brought to you by Go! Follow the adventures of Captain America as he tackles one of his most dangerous enemies yet in **Captain America and the Doom Tube of Dr Meglomann.**

It is the fourth of July and the whole of America is geared for the biggest celebration since the bicentennial. At dawn, however, the President has an uninvited visitor – a figure clad in black who has alternative suggestions to the planned celebrations.

Dr Meglomann issues his ultimatum, either the President abdicates his high office in favour of the doctor or the unsuspecting nation will be plunged into terror and suffering supplied by a virus.

The President has just four hours to make an impossible decision, to either stand down and condemn America's citizens to a rule under Dr Meglomann's insanity or inflict upon them the horific consequences of a deadly virus. What else can the President do but summon the help of Captain America.

Responding instantly to his country's call, Captain America boards the Avenger's sky cycle and arrives within moments for a full briefing.

The President has information that the mad doctor is operating out of the Majave Desert in California.

The deadly missile is encapsulated in an inpenetrable undergroung bunker. The man who is the symbol of freedom and the American dream leaves for the bunker site knowing that the toughest task of his career lies before him.

You must navigate the revolving Doom Tube which is housed within six underground decks. Through the centre of the tube runs a core which is the missile's access to the outside world. The first five decks contain your quadrants which revolve round the sinister core.

You must desperately search for a way to descend to the sixth and lowest deck which houses the missile. If you locate the missile in time you must destroy it.

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Every C64 Gunship box (disk and cassette) bearing a "Learn To Fly with 'Wild' Bill" sticker contains a special flying lesson, recorded by Major "Wild" Bill Stealey onto audio cassette. This easy to follow play-as-you-listen flying lesson enables trainee C64 Gunship Simulation Pilots to acquire basic helicopter flight, navigation and combat skills in double-quick time, over just one of the many realistic scenarios contained in C64 Gunship.

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GAUNTLET II

The success of Gauntlet will pass into legend. But the powers-that-be at US Gold were not content to sit back on their laurels. They threw down a fresh challenge to their programmers: Do it again – only better! The result is *Gauntlet II*. Will you take up the challenge?

THEY said it couldn't be done. But *Gauntlet* turned out to be a real winner – especially on the Atari ST. The four-player coin-up was the first of its kind and spawned quite a few imitators. Atari themselves had another crack at the game, producing a sequel called, imaginatively, *Gauntlet II*.

No ordinary sequal this, however, lots ot new features were added to the frantic gameplay and total addictivenes of the original and most of them are included in US Gold's new computer conversion, heading your way very soon.

Over 100 different levels have been created with more randomising maze features to provide further variety.

You will be able to choose your favourite original *Gauntlet* character, even if that hero is already in play. So you can get lots of wizards or barbarians playing together.

Another major new feature is the additional game play objective of *Gauntlet II's* Secret Room whilst the other player is temporary suspended from play. If you complete the task given, you are rewarded with a large bonus score as well as permanent portions and food.

All of the original *Gauntlet* opponents remain with the addition of many new creatures.

Among the newest adversaries is the Dragon.

The fire-breathing Dragon is found guarding the exit to the maze and requires several direct hits to overcome.

By slaying the Dragon, you are rewarded with a permanent potion and a bag of treasure.

At the start of the next level, there will be a hint on how to find the secret room.

Another new creature is the IT creature. You will be followed around the maze by this creature and then it will tag you.

Once this happens, you will become 'it' resulting in the monsters homing in on you, regardless of the other player.

Look out for the Super Sorcerer who will teleport around you, shoot and then disappear.

As you fight your way through the complex mazes, you will now be able to actually move walls. This will enable you to block in Demons or any of the other enemies you come across.

Secret walls are also incorporated, but do not always turn out to your advantage.

If you shoot the wall, it can turn into food or treasure if you are lucky – if not, the wall could turn into another attacking monster!

You will also need to keep a watchful eye open for stun tiles and acid puddles. Stun tiles will be hidden in the floor but will be spotted as they pulsate. If you step on one, it will stun you for a time leaving you a sitting duck for a hungry monster!

Acid puddles also travel around the maze and will again do you damage if you step on them.

Even leaving a level is no longer straightforward. Exits now tend to move, just as you are about to reach them. They will close up, disappear but reappear somewhere else.

Traps are set again in the various levels but can now be up to three in a row.

For instance, if a wall is blocking in a number of mean monsters, or chests overflowing with treasure, or even a room full of potions and food, if you tread on the trap it could remove any one of those walls.

Hopefully, you will be able to spot the poisoned food and potions. If you eat or drink it you could lose 100 health points, but if you shoot it you will slow down the oncoming monsters.

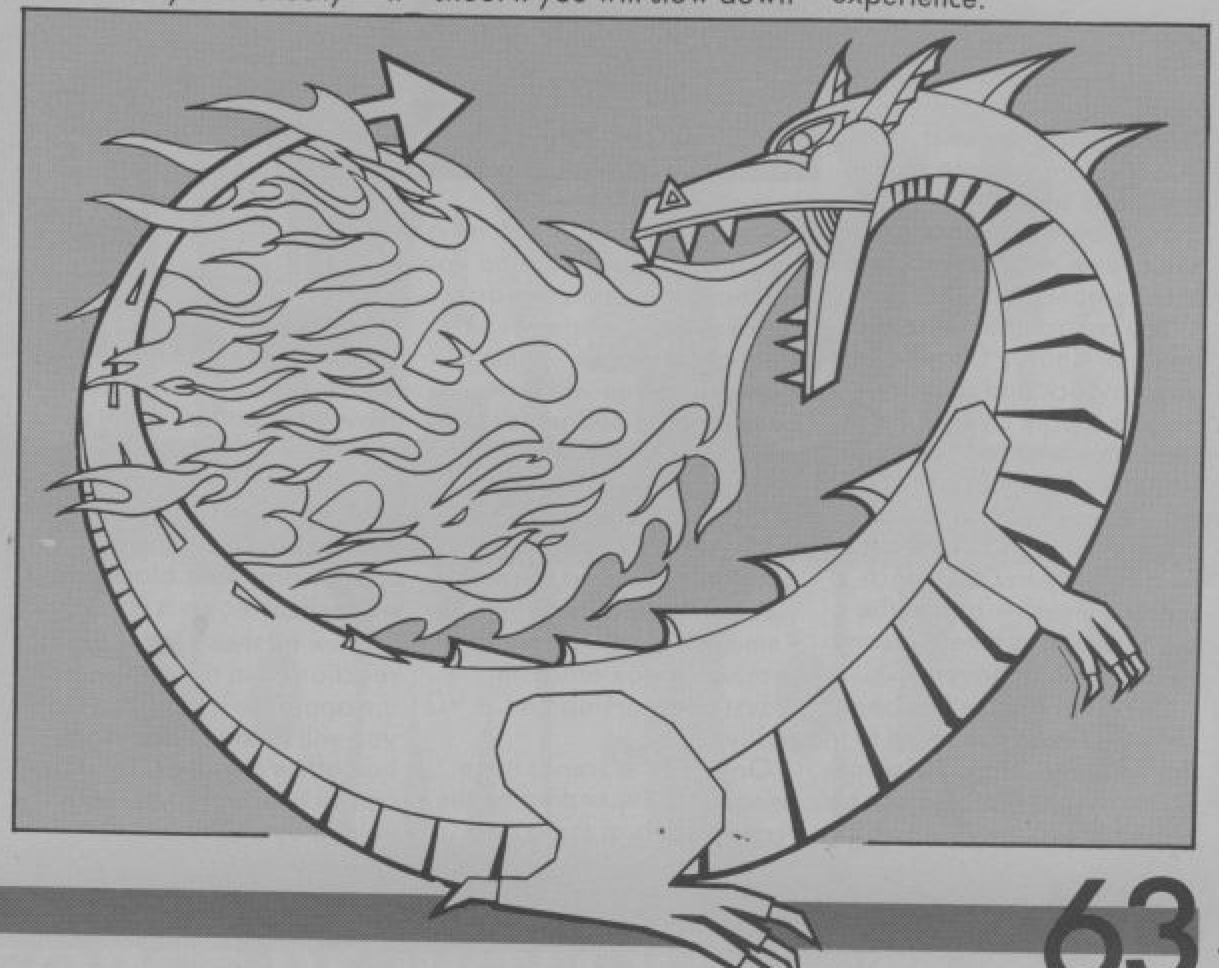
Also beware of locked treasure chests that can only be opened with a key.

Gauntlet II does have some new features to help your crusade however! These take the form of extra amulets which last for the duration of one level.

These include:

- **Temporary Repulsiveness** – Garry Williams has this permanently – where a monster will run away from you for a short time.
- **Transportability** – when wearing this amulet you will be able to walk through walls, but you will not be able to pick up food or treasure.
- **Super Shots** – This amulet gives you ten super shots that will keep travelling and killing monsters until it hits a wall.
- **Reflective Shots** – these will bounce off the walls up to a maximum of three times.
- **Invulnerability** – monsters can't hurt you but your health does tick down twice as fast.

The many new game play features of *Gauntlet II*, make it a whole new experience.



SCREENSTARS

Charlie Chaplin, James Dean and Marilyn Monroe – unlikely subjects for computer games? Not according to US Gold. Boss man Geoff Brown has snapped up the rights to these famous names. What we all want to know is what he is going to do with them. Start finding out here . . .



CHARLIE CHAPLIN is a totally unique game with a whole new concept. This is your chance to become a silent movie director and produce the world's greatest slapstick comedian Charlie Chaplin in an epic production.

To start the game, you have a choice of hilarious scripts to recreate.

Each script will tell you how many scenes you will have to produce, the characters and backdrops.

The next step is to select from a large choice your backdrop scene, investigate the props room discovering the various articles you will need – and then cast your film from a choice of budding actors. Now you are set for scene one and action.

The action sequence plays like a level in a fast-moving arcade game.

You control the amazing antics of Charlie Chaplin with your joystick and avoid getting caught by the inevitable baddie.

If you do get caught, the baddie will hold on to you for a certain length of time acting as a penalty because each scene is timed – and in the movie business time is money. And you don't have much.

Once your scene has been recorded you may retire to the edit suite. Here the scene you have just directed will be played back to you, if you like it, then it's on to the next scene, if you don't it will hit the cutting room floor and you will have the chance to do a re-take. But beware, as mentioned before – time is money and you will have been given a budget for the production of this film.

Obviously, if you have to re-shoot a scene, it will be more costly and you could risk going over budget, turning success into a failure. Remember – you have to produce a box office hit!

Just like working on C+VG really.

Once all the scenes have been shot, depending on the requirements of the script, you are ready to release it on the eagerly awaiting public. You will see the cinema on the opening night with the name of your film up in lights.

Once inside the cinema the crowd quieten, the curtains draw back and your very own silent movie will be recreated before your eyes. Between each scene, a storyboard caption will appear and your black and white silent movie is complete!

Now all that's left is the reaction from the audience if the applause is loud and long, you will be awarded higher box office earnings. This is the crucial time when you know if you've made it!

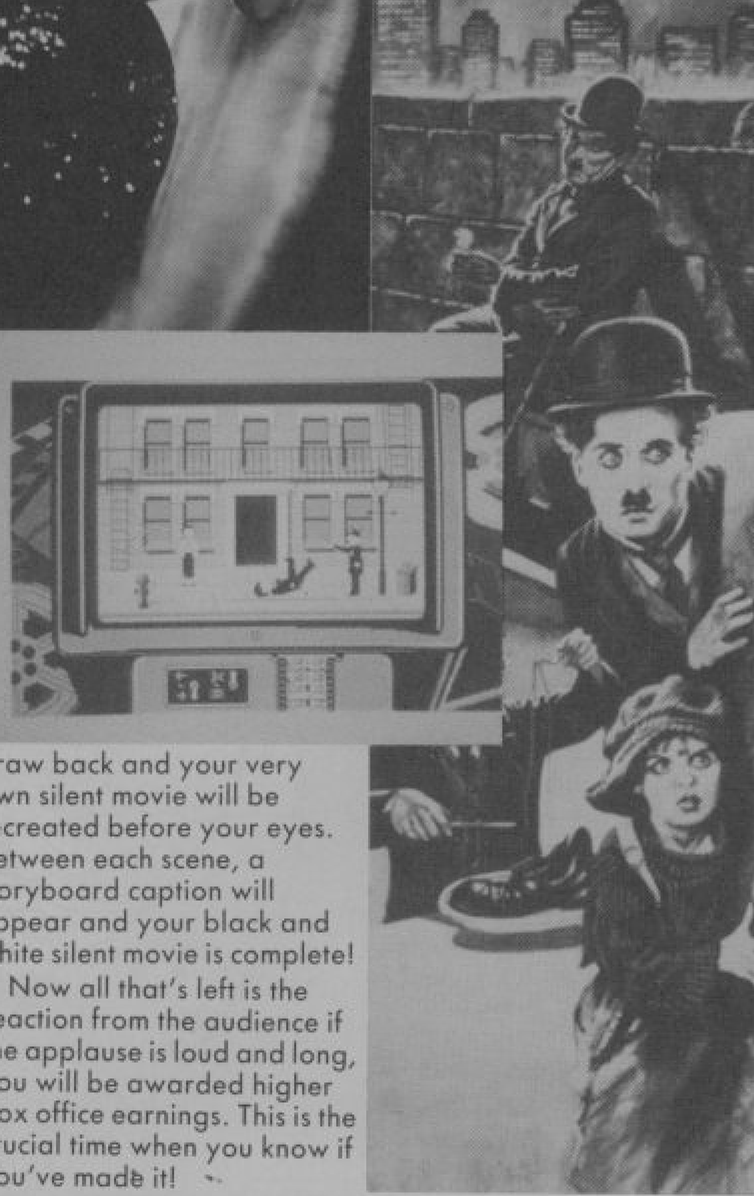
If you have not gone over budget and have high box office earnings you can make a sequel, with more scenes, more action and more entertainment. As long as you're making money, you will be making movies.

The disk version will have the facility to store your silent movie classics, so you may play them back at anytime.

The Atari ST version will give you a review from a celebrated film critic in the *Variety News.*

Charlie Chaplin will be available for the Commodore 64, Spectrum, IBM PC, Amstrad and Atari ST.

No news on the James Dean or Marilyn games – but, as always, watch this space!



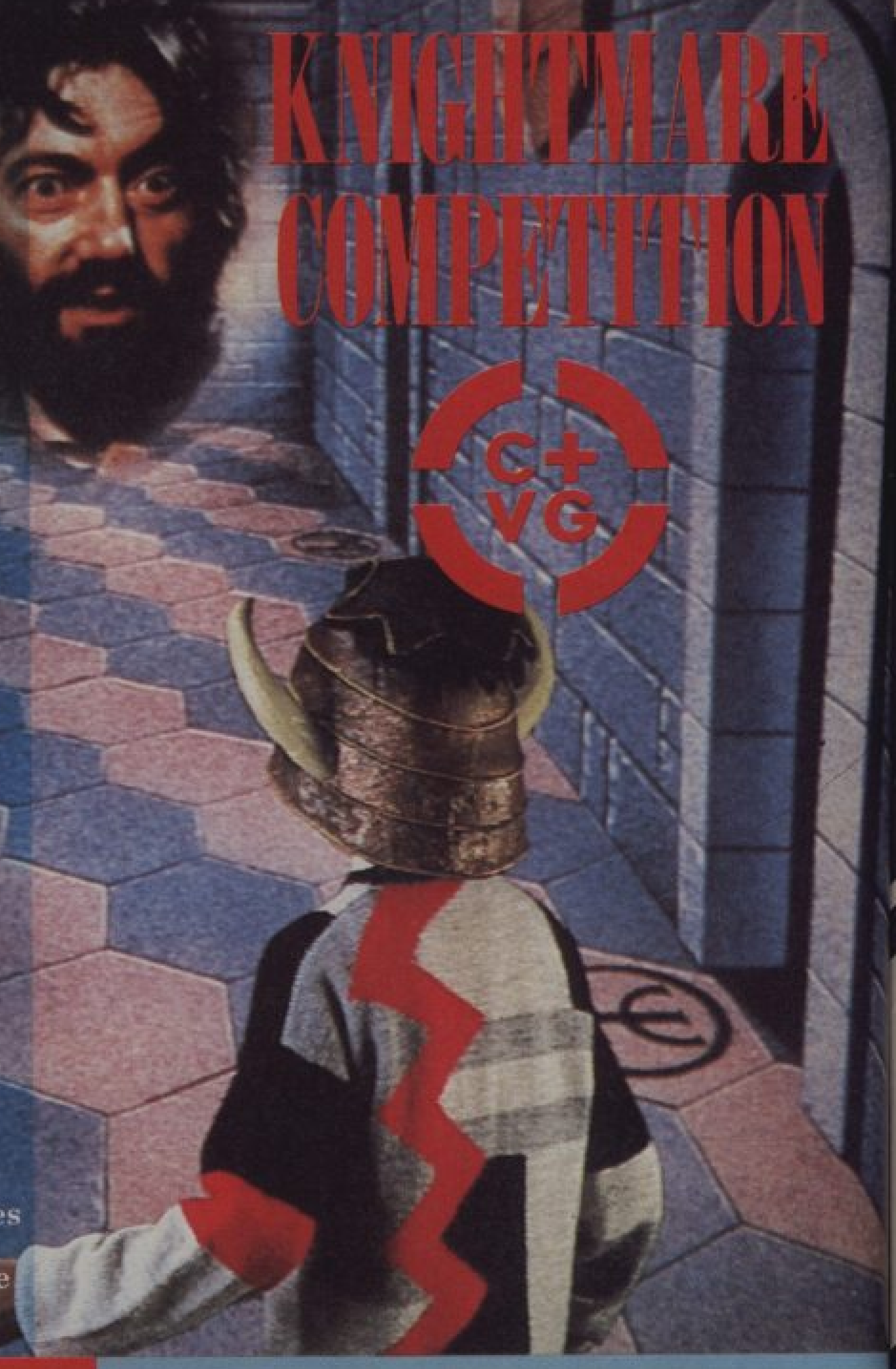
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KNIGHTMARE COMPETITION



KNIGHTMARE, Anglia TV's magical mix of adventure game and ultra-sophisticated computer graphics, is the television hit of the year. Did you catch C + VG's feature on it last month? The series has now ended but, hopefully, a new one will be dazzling our screens next year.

Activision has snapped up the rights to the television idea and has now released the game. The arcade adventure is set—as is the TV programme—in a mysterious castle.

We can't arrange for you to appear on the television show but, thanks to our friends at Activision, we've fixed up the next best thing—the chance to encounter the exciting live role-playing world of The Labyrinthe.

The Labyrinthe Club is run by former civil engineer Pete Garner. It operates in two locations—one location is some mysterious caves, the other is an island known as The Isle of the Dead.

Adventurers—usually of four classes, Warrior, Wizard, Priest and Pathfinder—are approached to undertake a quest.

How long will it take? About three hours for the standard adventure. In the first hour you will be taught safe combat with our weapons and briefed on your chosen character class. However, behind the scenes deep within the caves system, strange forces will be operating. Hordes of psychopathic orcs will be massing, evil necromancers will be recalling vicious incantations, dark priests will be mustering their undead armies, generally the monsters will be getting ready to meet you.

We've got 12 places for winners of our competition to experience the Labyrinthe caves and the next 50 runners-up will get a copy of Knightmare. But to go to the caves you must be 12 or over.

KNIGHTMARE COMPETITION

1) Activision released a game called Labyrinth based on a film starring a famous pop singer. Who was he?

Answer ______________________

2) What is the name of Knightmare's dungeon master? Is it: A–Treguard. B–Trellis. C–Trefriend.

Answer ______________________

3) Activision is bringing out a game based on Muscleman Arnold Schwartzeneggar. What is it called?

Answer ______________________

Send in your answers together with the printed form to Knightmare Competition, Computer+Video Games, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is December 16th and C+VG's Dungeon Master will have the final decision. Don't forget to say which computer you own.

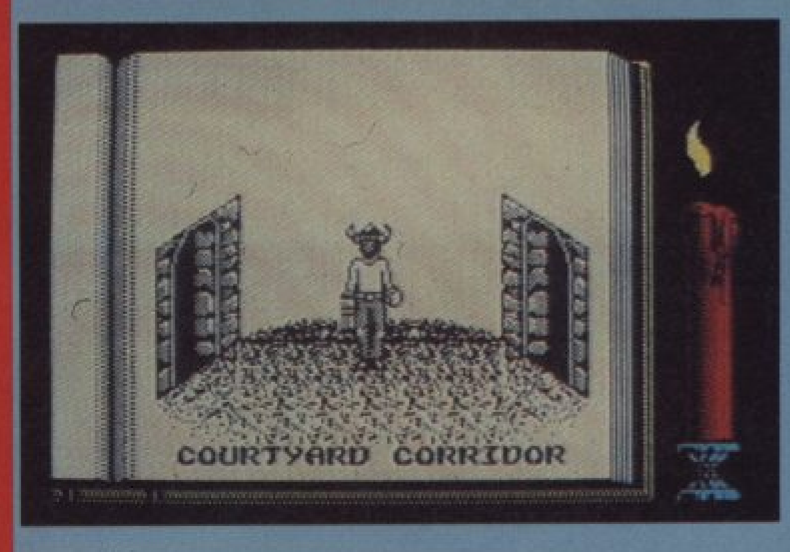
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STAR TREK
THE NEXT GENERATION

Captain's Log. Stardate 16.12.87. C+VG's John Gilbertt, who boldly goes where many people can't be bothered to go, reports on *Star Trek — The New Generation* now being filmed in Hollywood. What will the final frontiers of space be like without Captain Kirk, Mr Spock, Bones and Scotty?

Four successful movies, a non-stop deluge of fan mail and the continued popularity of science fiction prompted Paramount Pictures to reincarnate *Star Trek*, the television series.

It's taken ten years for the moguls to reach their decision and, because the original cast has grown older and technology has overtaken fiction, they have set the new series amongst *The Next Generation* of Star Fleet officers and crew. More than 75 years have passed since the original USS Enterprise was launched for its five year mission of exploration. Captain Kirk, Scotty and even Mr Spock are dead, the Federation has inaugurated seven consecutive versions of the legendary Enterprise, and the implements of exploration and warfare have changed.

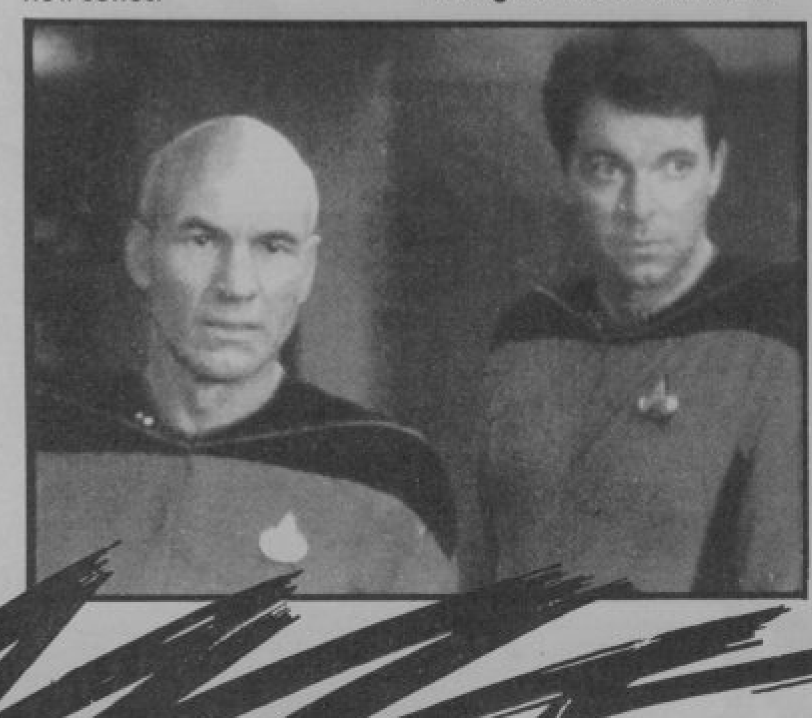
But, the Federation has not found the edges of the universe, despite Kirk's early efforts, and continues the search for new life forms, minerals and phenomena. The Enterprise still has that job and the way in which its new captain and crew go about it is the central strand of the new series.

Pre-flight Check

Gene Roddenberry, creator of *Star Trek* and now in his mid-sixties, is the man behind *The Next Generation*. He was Paramount's obvious choice as Executive Producer but was initially sceptical about the project.

The company has in the past treated him shabbily. Roddenberry sold Paramount the complete package, scripts, crew and rights, in order to get the company to take the series and push it for a prime-viewing time slot. Paramount was not convinced that the show would work and, during its first two seasons, Gene was constantly at war with television executives and eventually resigned as producer when he'd had enough.

He returned to Star Trek as Executive Consultant when the series hit the big screen and, when *Wrath of Khan* was doing the cinema circuit in the 'States, started discussions with the new Paramount regime about another series. Preliminary details were finalised in late 1986 and Roddenberry was given a free creative hand and a budget of approximately a million dollars for each episode.



Crew Cut

A fresh, fairly young, production team was put together but Roddenberry wanted some continuity with the old series so he brought in two older-times advisors. David Gerrold was responsible for the famous Trouble With Tribbles episode and, more recently, wrote the original short story for the film *Enemy Mine*. Bob Justin, original Associate Producer of *Star Trek*, was also brought in to balance Gerrold's writer's eye with expertise of film making.

Both joined a brain-storming team who's job it was to come up with not only story ideas but also a new future reality. According to Roddenberry the creation process was made worse because they had to move the futuristic technology of Star Trek forward nearly one century rather than looking forward from the reality of the 1980s.

The original sets have been updated, rather than redesigned, to keep continuity with the old series. The bridge of the Enterprise with its Captain's chair and surrounding control stations and panels do not look a great deal different from those you'll have seen in the movies.



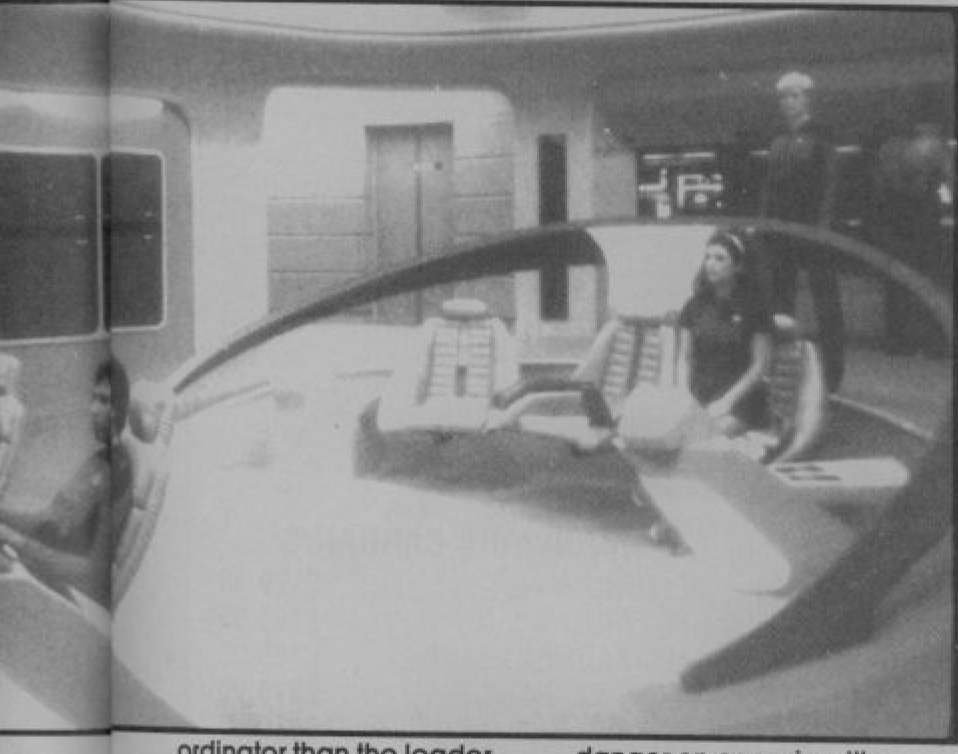
The crew's costumes have gravitated towards boiler suits, the living quarters are much more outlandish – because of the increase of strange creatures on the staff – and the production team has been able to buy different looking corridors, rather than having to use the same one to race or walk down every time, in an effort to make the ship look larger.

The special effects, from spaceship propulsion to phaser fire will be at the forefront of movie technology. Roddenberry has hired California-based Industrial Light and Magic, an outfit created by Steven Spielberg to produce the effects on *Poltergeist* and other movies – including the *Star Wars* pre-quel, *Clone Wars*, which is about to start filming at Pinewood.

The result puts the big movie effects of *Wrath of Khan* and *Search for Spock* onto the small screen. It also ensures that the planet exteriors, which in some episodes out-number views of the Enterprise's interior, are as realistic as present day earth, and as imaginative as the landscapes produced at Pinewood for Ridley Scott's fantasy film *Legend*.

The series has a scientific, rather than military, basis so, rather than use the constant 'shoot to kill' directive of the original series, the Captain has to rely on thought, rather than weapons and a big mouth, to escape disasters.

He's also more of a co-ordinator than the leader James Kirk was and allows his crew the luxury of solving problems themselves. The cast extra who you know will always be killed by the aliens is also gone and replaced by the alarming possibility that the main characters may be seriously injured – a possibility explored in the movies but not the original series.



Cast All Set

As Leonard Nimoy and William Shatner step back to consider the possibility of directing a few episodes of the new series' a new cast, which includes a 15 year old boy, takes control of the Enterprise.

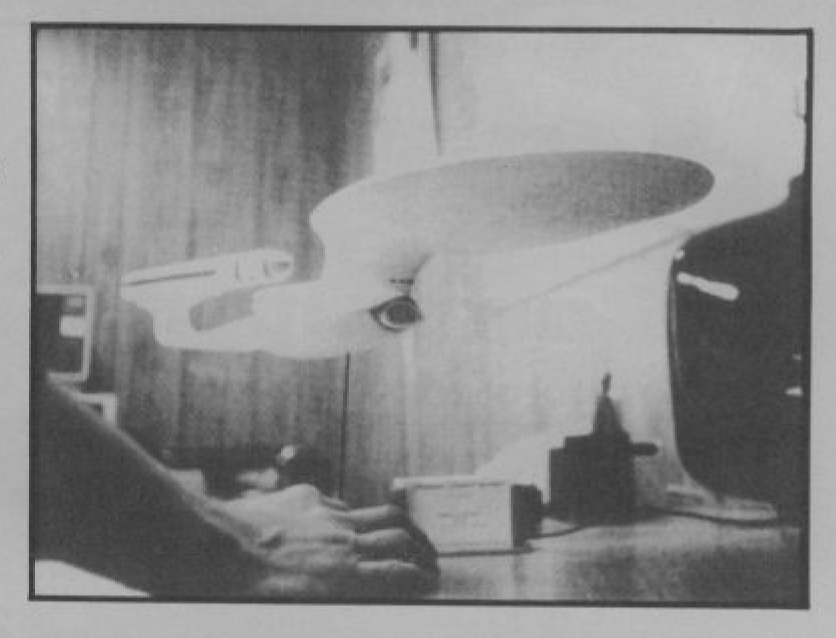
Roddenberry has gone back to the original *Star Trek* ideals, set out in The Cage, the two-hour pilot episode which was never shown but you can now buy on video. The jobs of second in command and science officer have been split – because there's more money to spread around. A head of security has been added as well as a number of Star Fleet personnel.

The case is headed by British Shakespearian actor Patrick Stewart, who recently starred in *Dune* and, two years ago, took to UK television in a BBC tv series called *Maybury*. He plays Jean-Luc Pichard, who is the only normal earthling in the series.

One criticism of the old series was that the Captain put himself into too many dangerous situations and he beamed down to planets when he should have stayed with his vessel. The criticism has been heeded and, while Pichard does step into danger on occasion, it's usually the wonderfully created characters amongst his crew who are always in the firing line.

One of those unfortunates is Commander William Riker, played by Jonathan Frakes. He's called Number One – the original Mr Spock in *The Cage* pilot – and is Captain Pichard's heir apparent.

Spock's science officer's job goes to Lieutenant Commander Data, played by Brent Spiner. The character's an android with Spock's fabulous head for facts and logic, combined with the strength of the Six Million Dollar Man – that was how it was described to me! You may remember Brent Spiner from appearances in *Hill Street Blues* and *Cheers*, but he's most renowned in the



'States for his theatrical work and has appeared several times on Broadway.

The second brainy Enterprise passenger is a 15-year old math's genius called Wes Crusher. The boy is too inquisitive for his own good and, in most of the first series episode requires rescuing from situations over which his brain but not his body has control. Wes is played by the new Hollywood discovery Wil Wheaton.

His mother, Dr Beverly Crusher, is the ship's medical officer who has little time for sleep. When she's not at her post in Sick Bay she's keeping Wes, the spoiled brat, in check. She's played by Cheryl McFadden, a director and actress who works mainly on American television.

Women play an important role in the running of the USS Enterprise. The female officer is joined by Ship's Security Officer Natasha Yar.

Her job has changed and expanded since the original series and she now has the power to order an alert, be consulted about all planetary missions and, unless the Captain has a preference, choose landing parties. She's played by Denise Crosby, who's main claim to fame is a co-starring role in Eddie Murphy's *48 Hours*.

The Search For Success

Gene Roddenberry doesn't pretend to believe he's onto a sure fire winner. The series, like any other, will have to prove itself before Paramount supplies more money for the next one.

The elements of failure are there. It cannot rely on the old series for success because it uses a different formula and characters. It's not certain whether viewers will like the new, more alien lead characters, and it's also not certain whether *Trekkie* fans will continue to support the movie voyages but avoid the series which could be seen as a cynical manipulation in order to make more money.

But, the signs are also there. Each week's story will contain human interest as well as action and special effects. Also, the science on the show is very possible within the context of the 24th Century, and the story lines are fluid enough to be believable within the 24th century setting – the writers have been careful not to use any present day Americanisms which appeared in, and dated, the first series.

Unfortunately, it will be the American public who will decide the success or failure of *Star Trek — The Next Generation*. The show started in the last week of October with a two-hour teleplay called *Encounter At Far Point*, written by Gene Roddenberry and the late D C Fontana – script editor of the original show. The BBC has not yet picked up the rights to the series and if it doesn't show an interest soon Paramount may sell it to ITV.

Latest so-called press leaks claim that the series will not arrive in Britain until December 1990.

Still, who knows? We could see *The Next Generation* when it has already flopped and been dropped in the States. It's a sad state of affairs, but if you want to see *Star Trek* over here before you grow old take the advice Gene Roddenberry gave fans when they wanted a new *Star Trek* series in the late '60s. Write to your local television station.



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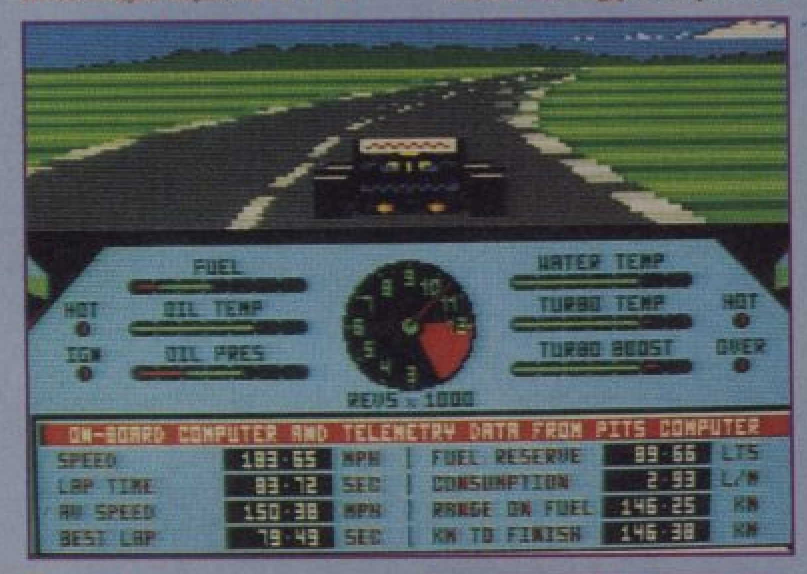
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FAST LA

By the time you read this, Nigel Mansell, Britain's fastest man, could just be the Formula One World Champion. The last Grand Prix of the season takes place in Australia and our Nige will have been going all out to make sure he comes out on top down under! What ever the result, YOU can be sure that Martech's new F1 racing game will be on pole position when all the driving games line up on the starting grid this Christmas. We've been taking a stroll around the pits to bring you this exclusive preview . . .

Nigel Mansell's Grand Prix racing game promises to be the most accurate representation of Formula One racing yet-seen on computer. The programmers, father and son team Dave and John Looker, have submerged themselves in technical data supplied by the Canon Williams-Honda team to make sure every aspect of the game is as close to real Formula One racing as they can possibly get.

The game will put you in the cockpit of a Canon Williams-Honda F1 racer — complete with mega-powerful turbo-charged engine! You'll be able to practice, race in full length Grand Prix events for championship points, experience the thrill of pit stops, take on the world's top racing drivers and, just maybe, win the World Championship.



Load up the game and you are presented with a view of the track and all the cockpit instrumentation.

OK, so a real racing driver wouldn't see such a bewildering array of read-outs — but he would have all the info about fuel consumption, laps left, fastest lap, and how near the nearest rival is on the radio link modern drivers have with their teams in the pits.



If you're serious about going for the World Champ title, you're going to have to take notice of this info — but forget it for a while and just experience the thrill of driving a turbo-racer around any one of the 16 Grand Prix circuits in Europe, the US, Japan and Australia.

The scrolling is fast and silky smooth — and there's added realism thanks to the trackside scenery and competing cars on the track.



Before you take to the track however you'll be asked to "set-up" your car. That means you can choose which tyres you want, adjust the wing settings — those aerodynamic devices on the nose of the car — and play around with the ride height — how far the car runs above the track surface. If you're not into all this fiddling around you'll be able to select a standard setting and simply blast away!

During a race you'll also be able to drop in on the pits to change tyres if you find your car losing grip or if you receive a radio message from your team to come in.

You can ignore their advice however — if you reckon you can last until the end of the race on the same set of rubber.

Like the real thing, your computerised Williams-Honda has a six speed gear box — operated via the joystick — and a turbo-boost button. You use the turbo to gain greater speed — but it uses up fuel at a horrendous rate, so watch that fuel guage while you are racing.

It has been known for racing drivers to run out of fuel on the last lap of a race just as they were about to win the race — you don't want that to happen to you!

Watch your gear changes too — if you over-rev the engine once too often you might just end up with a pile of mangled metal where your engine used to be. The game is that realistic! Worn tyres are another hazard — you might just end up spinning off if you've abused your tyres by overbraking into corners and so on.

Weather conditions are another random factor in Grand Prix racing — rain and heat affect the performance of cars. And this is also being built into the game. You could end up driving in torrential rain in England or watching your engine temperature soar to danger level in Brazil.

During each race you'll be able to call up a map of the circuit — a facility unavailable to even the most hi-tech drivers — which shows you your position in the race. Useful to check on the opposition. Also useful are the wing mirrors which show who is attempting to overtake and grab that first place away from you!

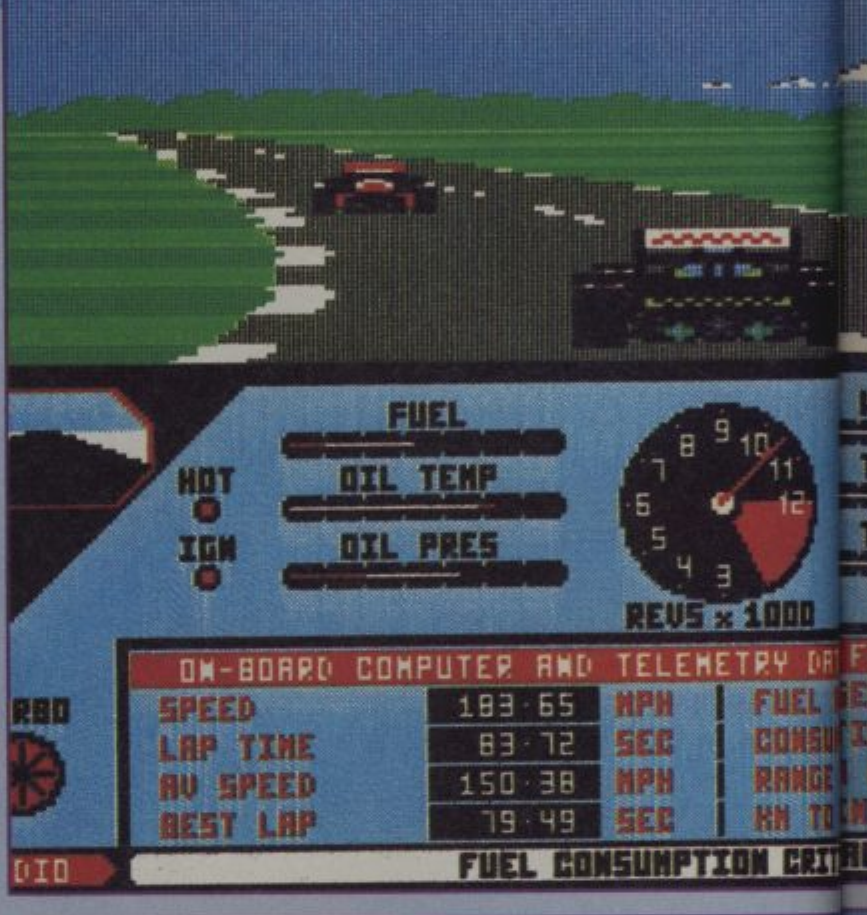
"We wanted to make the game as accurate as possible — but without making it so technical it puts people off," said programmer Dave Looker. "You can either play the game as if it was, say a *Pole Position*, or you can go the whole way and compete in a World Championship season."

"We got a lot of technical back up from the Canon Williams-Hona team. Details about the car and how it was set up. There was too much really — much of it we won't be able to use!

"We also went down to Brands Hatch for one of their racing school sessions to get the feel of driving a single seater."

Many hours and lots of technical work has gone into producing *Nigel Mansell's Grand Prix* — and it shows. You'll really feel like you're competing in a Grand Prix.

Driving games are IN this year — but you won't get one that's more realistic than *Nigel Mansell's Grand Prix*!

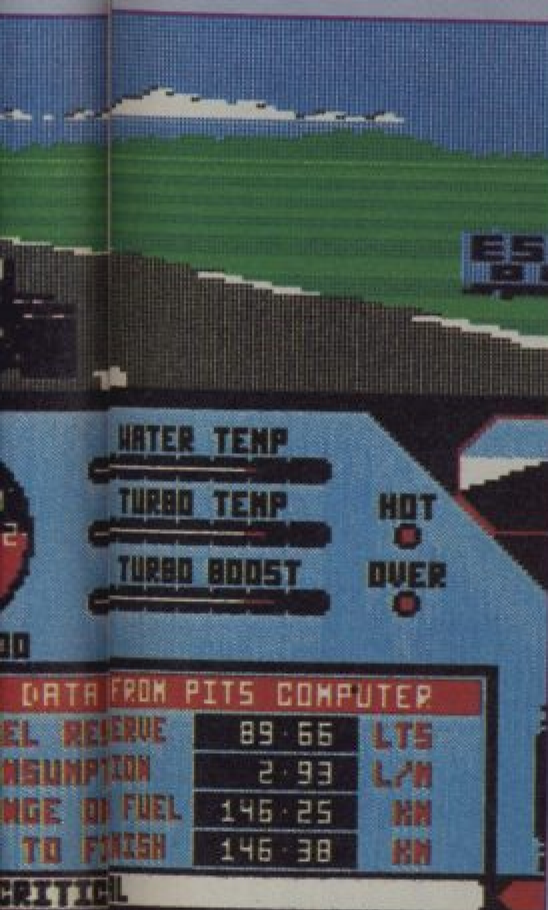






LANE









200 MPH CHIPS!

The modern Formula One car is almost a 200 mph computer! Microprocessors control many aspects of the modern Grand Prix car — the fuel consumption, engine management and recently even the suspension system. In the pits the F1 teams monitor the performance of the car throughout the race via a radio link to all these chips, relaying the information back to the driver via his helmet radio. Outside the cockpit complex computer systems run the highly advanced timing devices used to check speeds of the cars — splitting



them down to fractions of a second. And it's these fractions which can separate the cars on the front row of a Grand Prix grid — that's how competitive F1 racing is.

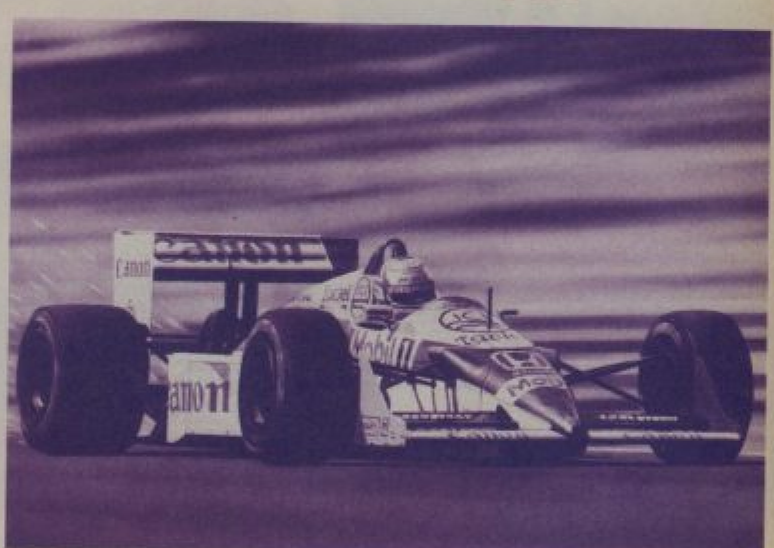
How will you measure up the computer World Championship?



ABOUT NIGEL MANSELL

- Nationality: British
- Age: 33
- Home: Isle of Man
- F1 Teams: Lotus 1980-4, 1985 onwards Canon Williams-Honda.
- First Grand Prix: Austria 1980
- Number of Grand Prix Wins in 1987: Six
- World Championship Placings: 1981-14th, 1982-14th, 1983-12th, 1984-9th, 1985-6th, 1986-2nd.
- Favourite track: Monaco.

COMPETITION



Want to win a VIP day out at next year's *British Grand Prix* at Silverstone? With grandstand tickets, pit passes, AND a free lunch? You bet you do! Well *Martech* want to make sure YOU can attend the premier event in the UK's motor racing calendar, so they've given us two tickets for a C+VG reader and a friend. And they'll make sure you'll get that VIP treatment we were talking about earlier!

Then 20 runners-up will get a copy of *Martech's* Mansell game, available for the Commodore, Spectrum and Amstrad. Just answer the high octane Formula One quiz, fill in the coupon and burn rubber to get it to *Computer and Video Games*, Martech Grand Prix Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is December 16th, normal C+VG rules apply and the editor's decision is final 'cos he thinks he knows everything about Grand Prix racing and is upset he can't win.

C+VG/MARTECH GRAND PRIX QUIZ

1) Name the driver who has won the most Grand Prix races.
2) Name the team Nigel Mansell drove for BEFORE the Canon Williams Honda team.
3) Name the owner of the Canon Williams team.
4) Name Nigel Mansell's team mate in the Canon Williams Honda team.
5) In what year did Nigel Mansell last win the British Grand Prix?

C+VG/MARTECH GRAND PRIX COMPETITION

Name: ______________________

Address: ______________________

____

My answers are:

1. ______________________
2. ______________________
3. ______________________
4. ______________________
5. ______________________

Computer owned: Spectrum ☐ C64 ☐ Amstrad ☐

IDEAS CENTR

To C vg Readers.........

Who I am doesn't matter — YET But if you want to See Melissa R again then you better start sending in hints, tips and lots more POKES! Or else.

The Kidnappers

ALERT . . . ALERT . . . ALERT . . . ALERT . . . ALERT. Melissa Ravenflame has been kidnapped. Send help to IDEAs Central, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Until this crisis resolved IDEAs Central is operating on remote control.

RED L.E.D.

For success at *Reaktor's RED L.E.D.* you must get to know the abilities of the three droids and a good few maps intimately.

1 FANG sticks to slopes, very useful for the centre (red) hexagon and for the top right and bottom left green hexagons, but is uncontrollable on acid lakes — even when they are ice. Take him to an acid world at your peril.

2 HOVER floats over the surface and so is immune to acid. Isn't so manouevrable as FANG or BALL but is a lot safer until you learn where the ice switches are. Very useful for bottom right and top left green hexagons and many others. A very handy droid.

3 BALL doesn't have the abilities of either FANG or HOVER, but can manoeuvre anywhere if the acid does not kill him. Also he does not take as much damage from the nasties trying to end your game as the other two droids. A good choice for the most of the "dry" landscapes and usually safe anywhere else once you find the ice switches.

Learn the maps. Each of the hexagons will always go to the same landscape and on level one there are fourteen time-plus capsules. Ever needed an extra seventy minutes? You'll find a couple of handy ones in the hexagon just below centre. Just make sure you can tell the difference between the positive and negative ones. It's a good idea to have a route across the hexagon grid which takes you through as many landscapes as possible, with time plus capsules in. You can always just dive in to grab the others.

Don't be afraid of aborting a level if it doesn't harm your route. It can be worth going in just to get some time or to get energy for a weak droid, where you know a safe spot where you can sit and defend yourself. Always try to enter the next grid level with all the time you can get your hands on.

The BONUS is a critical part of playing *RED L.E.D.* Sometimes even that extra 70 minutes is not enough. An extra bonus letter is awarded every 10,000 provided you picked up the last one, and only one is given for each hexagon. Learn where the bonus letter appears, so you can take it as soon as it's there and get out for the next one.

Always try to collect the S on the top and bottom blue hexagons, as the bonus phase starts you next to the exit for a massive 28,000 points and seven very handy minutes. Decide on your favourites and save them for that S.

The Smart bomb really comes into its own on grids two onwards. After level one, the enemy droids really go for you once you have collected your last energy pod. Try top make the last one you collect the one nearest the exit. Having a smart bomb on boards can make all the difference, as you dash for the exit.

Always leave the last pod until after you have collected anything else you want to collect on the level. A good trick on a few landscapes is to shoot all generators you meet and then carry a smart bomb to the exit, when there is both another generator and your last pod. Fire the smart bomb, and you're all alone and completely safe.

Droid freeze devices are a handy breather at any time, but like smart bombs, can be a real droid-saver on higher grids if you can save them until just before collecting the last pod. Again learn where they are.

The most crucial thing to remember about *RED L.E.D.* is that you can save alot of time by getting to really know the maps.

A lot of landscapes have short cuts over the edge of cliffs which can make the difference between a good bonus and a poor bonus, and between life and death as your last ice freeze is running out.

The teleport network can also save a lot of running around but isn't always the quickest route — a pod that is three or four teleports away may be just over the edge of that cliff you are standing on.

THE LAST NINJA

Following on from where Ian Walker left you hanging about on level 6 of the *Last Ninja*, Trevor Fox of Norfolk has come to the rescue with the final solution. start at the beginning of level 6 and go NW to NE and get the blue bottle of sleeping potion, go SW, NW, NE and then follow the path up to the room full vases. Open the door by putting the flower in the blue/white vase nearest the door. Go through and stun the dog by using the sleeping position — fire button/stick left to right — but you must not be holding any weapons. Go NE through the door. In this room there is a giant stone archer. To get past him touch the small brown patch on the floor to gain Ninja Magic and just walk past. Keep going until you reach the evil Shogun, kill him with your sword. You are then sent to the room with the scrolls in, there are two squares on the floor, jump in to the inner one. The outer one kills you. Once in the inner square pick up the scrolls and you have finished.

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IDEAS CENTRAL

ARMY MOVES

Chris Redding of Birmingham has spent the last few weeks seriously pounding his joystick and German pilsner pinching, and has finally completed Dynamic's *Army Moves,* but as he says "rather than waste my time giving you hints and tips I'll just tell you to expect the sequel to be Navy Moves and the first important part of the code on the Amstrad in 15372.

Another quick tip from Chris if the code on the Spectrum for *Game Over.* It is 18024. When you are to the Helicopter and Jeep stages of *Army Moves* you will find them annoying difficult. However, A O'Donnell of Barnsley had found this way to complete stage one — after jumping the first gap move the jeep as far right as possible. This may seem suicidal, but by continuously pressing fire one and fire two one after the other you will not be gunned down nor crash. Use this tactic all the time even though it may become exhausting. When a gap appears wait until it is directly in front then drop the jeep back to the left, still firing, until the screen scrolls enough for you to jump across, landing as far right as possible.

The best strategy at the 2nd, 3rd and 4th stages is to keep the helicopter roughly centralised on the screen. Drop bombs continuously and destroy aircraft before they touch the missiles.

Finally — don't use a joystick — unless it's a quickshot. Operating two fire buttons on joystick and keyboard is impossible.

GUNSHIP

Help from Lee Foulser of Herts on *Gunship,* where he has worked his way up to Captain level and has got the medals to prove it. Start off by getting used to your aircraft, always try yo get used to realistic flight, it helps later on. Also in practice, fiddle around with your engines. When you are a couple of hundred feet up and have translational lift, try to shut down one engine, it saves fuel.

Now the real missions, this is important if you have acquired some points. Keep updating your saved status. If you act bravely and destroy at least one of your objectives — do not just quit.

When it gives you the option to retry, type No if your mission status says you are seriously wounded behind enemy lines then your likely to become 'missing in action', so you would do better to switch off and start again. But, if it says you are dead, don't switch off, wait and review your record — you may get a campaign medal as a consolation and at least some points for your record.

So, it may be better to die fighting than go 'M.I.A'. Also something obviously but helpful, copy out your counter signs and stick them up and copy your objectives and their position off one of those 'wipe off' plastic sheets — it saves time.

TAI-PAN

Before we start with hints for *Tai-Pan,* Anthony Dixon and his friend Andrew have a few complaints. The biggest is that it is a right pain in the backside to have to keep on loading the Town section when you get killed. Or sail into a port and then having to load the Sailing section to get to sea. They think it ruins the game completely.

Okay guys, moan over get on with the tips. The first thing you have to do is go to the restaurant and not to a meal. You will then be lent $300,000, by your benefactor and must repay it in six months time. This done you will be placed outside the restaurant, but don't go and buy a ship just yet.

Go back inside the restaurant and refuse the meal, you will then be offered the chance to gamble on a strange game. Accept the offer and you will be able to gamble. Put the largest amount you are allowed to bet ($10,000) onto the Green animal which is a 25 to 1 bet.

It does not matter how many times you lose, keep having another bet and always bet the maximum amount, as you will win $250,000 every time you win.

No matter how many times you lose, keep having another bet. You will win more than once with your $300,000 so it is well worth being patient as you can soon get the money you have been loaned in winnings and then have all the extra money to play the game.

As you walk around the town you will see something on the ground. This is a truncheon and when you have picked it up you can knock sailors on the head and your son will carry them off to your ship. If you attack one of the dark characters that carry a stick around — the Bannerman — you will go to Gaol for 30 days, so be careful who you attack. You can also go to the Inn and after buying — or refusing — a drink you can buy crews for $100 a man.

Don't drink too much — or visit the ladies chambers! — as after three visits you will be to weak to resist being press ganged and so end the game.

If you attack a ship make sure that you don't fire your cannon(s) and hit it after it had stopped still. If you do then it will sink. As soon as he ship has stopped then press space and get into the plan mode. If you do it quickly enough you will not be boarded.

If you are near enough to the other ship, then you press fire and you have boarded the ship. The captain is at the far left of the ship, but you have to go through a type of maze to get yo him. The crew will be out to stop you, and there are lots of them, so good luck.

If you have boarded, the only advice to give you is to get to the far right of the screen and use your gun to shoot the invading crew. If you lose too many of your men's lives, then even if you repell the invading crew you will finsd they have mutinied and you will have to restart the game!

HELP

Miss R Monument of Norfolk writes: Recently I bought the game *Flunky.* I have played it but cannot get past the first problem. I have tried every possible way and have not succeeded. In the second room there is what looks like a spring board and I have tried using this but when I attempt to go through the door with it I am immediately blown up by a ferocious guard. I was wondering if anyone can help me how to get past this — even Paul who reviewed it could help me. Eh, go on Paul, why don't you write to me."

Michael Noble, of Dundee, is also looking for help. His problem is on *Tarzan* for the Amstrad 464. First up — how do you get on and off the ropes? How do you get into the caves and temple? Is there a special route or a statue to go up or down? "I can't find any gemstones or torches or monkeys. I found a rhombus shape in a tree but could not obtain it. what on earth do I do?" he writes.

Finally, Level 9 Computing has just printed their own, full cluesheet for *Knight Orc.* Players who would like a free copy should send a stamped, self-addressed envelope to: PO Box 39, Weston-super-Mare, Avon BS24 9UR.

To C vg Readers ....

who I am doesn't matter — YE

But if you want to see Melissa R aga

then you better start sending in hints,

tips and lots more POKES! Or else.

The Kidnappers

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"NIGEL MANSELL'S GRAND PRIX" is ready to take you and your computer into the fast lane of game excitement. As well as capturing the speed and adrenalin pumping danger of the world's greatest sporting spectacle, the game is the first racing simulation to reflect some of the enormous advances in car design and technology that have taken place recently.

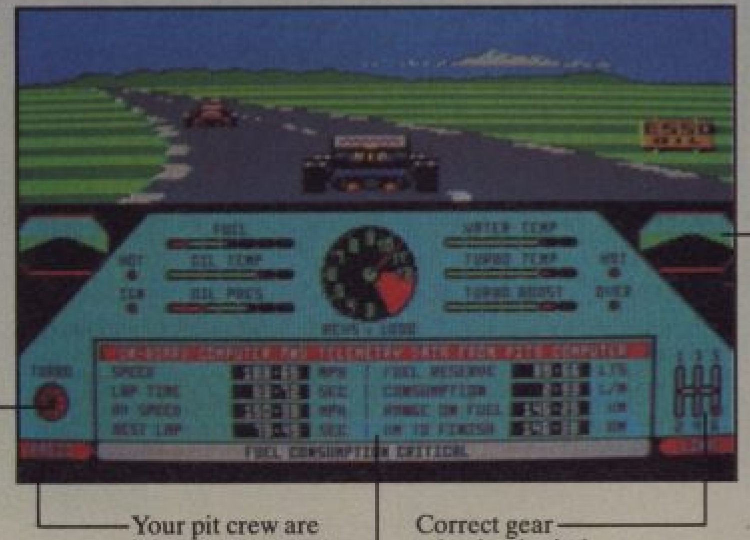
And yet the game still offers an excellent opportunity for even the most inexperienced novice to blast round the track at excessive speeds with the turbo on maximum boost and not a care in the world for fuel consumption, tyre wear or racing line. However, for those who know, or want to know a little more, there is an opportunity to race a selection of the world's greatest circuits in the quest for valuable championship points.

The red lights are on – *you snap into gear.*
The engine roars – *your grip tightens on the steering wheel.*
The crowd goes wild as the lights flash to green.
900 brake horsepower is suddenly unleashed and the Williams hurtles to the first bend.
Ahead of you lies 31 weeks of the world's most gruelling and spectacular sporting championship.

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Nigel Mansell celebrating victory.

Just over half the race completed and you're lying second to your main rival – 0.8 seconds ahead of you.



Your pit crew are in constant contact with you throughout the race.

Correct gear selection is vital.

Use your Turbo for extra power – but watch that fuel.

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Over the table

This is where it all started. The first thing you should do is have a word with a few of your friends who are interested in playing and decide what kind of F.R.P. game you would all like to play.

The list is almost infinite, but the most popular games played over the table are of the *Swords and Sorcery* type.

However the type of games vary immensely. For instance there are sci-fi games, where you can play anything from a 50 foot tall robot to a weird, exotic alien. There are supernatural detective games, where you have to find the solution to crimes caused by mysterious beings; superhero type games, where you play the superhero who has powers of your own creation; holocaust games, where the dreaded A-bomb has been dropped and you have to survive.

Once you have decided what game you wish to play, you either go out and buy (or order by post) the relevant F.R.P. system or join a local F.R.P. club so that you can give it a try to see if you like it.

A few hints here. Any shop worth its salt will let you have a good look inside the books or boxes, so that you can see what you are buying. Don't be put off by what you see, it may seem all gibberish at first, but after a couple of reads and a couple of practice games you will find that it all falls into place.

See what kind of dice you need to play the game — a well packaged game will have dice included with it — but buy some more, as you'll need them.

Finally, contemplate investing in a few metal figures and other metal items — monsters, boxes of treasure or vehicles — that are relevant to your game. These will enhance your enjoyment immensely, as it's easier to relate your character to a painted lead figure than a piece of paper.

Once you have your game and before you read anything in detail, decide between yourself who is to become Games Master (G.M.). The duties of a G.M. are many and varied, but the main one is to become a sort of umpire. Just as in football F.R.P. games require a referee who is loyal to neither side, can make unbiased decisions.

There is an art to this and it is as enjoyable as playing the game itself.

The G.M. shapes the world where all the adventures take place. They are allowed access to every piece of information, whereas the players are not. You, as G.M., must know the games system inside out so you are able to tell the players what dice to roll, work out the combat situation from the charts provided and generally enforce the rules.

The players play a game you create and it is your task to play the part of every person that your characters meet.

For example, if the players either meet a barmaid, a fifteen foot bug eyed monster, a zombie lord or a king, it is your task to play the part of these characters.

continued on page 85

A F.R.P. game is only as good as the G.M. that runs it. To give you some idea what characteristics a good G.M. should have — they should like to see their friends squirm with fear; they should have an inventive and imaginative mind, they should be able to think on their feet, making decisions at the drop of a hat.

Once the G.M. is decided upon, the other players read the books that they are allowed to and then create their characters as allowed by the rules. You should put as much background, detail and personality into your character creation as you can. The closer you are to your character, the more you will role play it correctly. Again this is an important process, as ultimately, when your character gets killed a little bit of your heart should be broken.

Just imagine the G.M. telling you this; *"You are sitting in a dark, dingy tavern which is thick with smoke. There are about seventeen other people in here who all look very shady to say the least! Some of these folk are small squat humanoids, some are dark skinned and reptilian looking, whilst the majority are tall, humans who are wearing armour and carrying a variety of lethal looking weapons. Whilst you are supping your ale, you see a small, old, craggy looking man approaching you. He is dressed in black robes and looks like he is going to pull something out of his pocket. What are your reactions?"*

As your character, you decide what would you do. You could attack him, talk to him, run away or do anything else that may come in your mind.

This is the gateway to adventure and now you hold the key!

Play by mail

This is a form of F.R.P. by post, which also can include diplomacy, tactics and strategy. The G.M. here is the P.B.M. company and they send you all the information you need.

You are spoiled for choice at the moment as there are P.B.M. games covering all the following topics; gangland warfare, supremacy of the galaxy, *Swords and Sorcery*, football, gangster, sci-fi and world domination! When you have made your choice, you may have to send off an amount of money — ranging from 50p up to £10.00. However £5.00 is the average for a start-up and some companies charge nothing at all.

Within a few days you should receive a rulebook plus any additional info about the game. This usually consists of newsletters, source books, notes of historical interest or current events plus various pieces of background info.

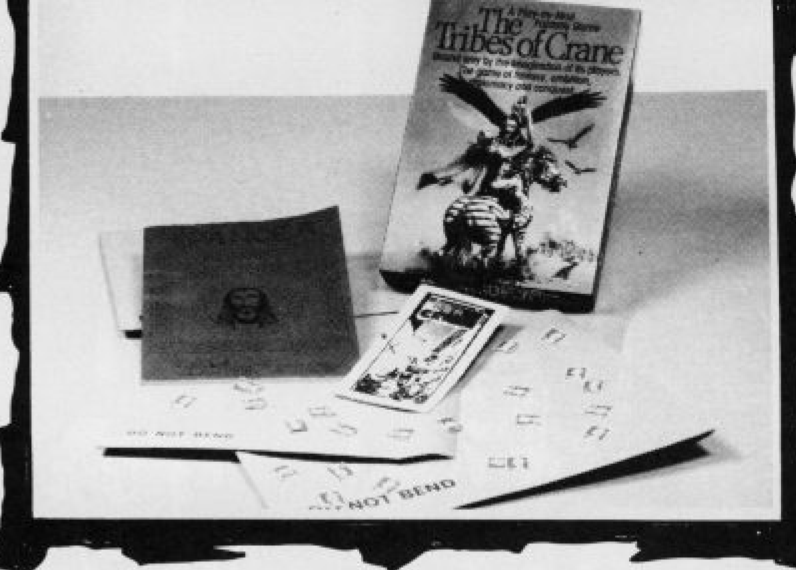
The next step is to read the rulebook several times to make sure you understand the rules. Then, you create your character or team, adding a full background of your choice. This may include aims, attitudes, beliefs, morals and history, to name but a few things.

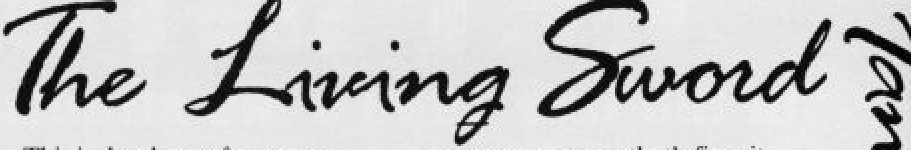
You keep a copy of this information, called a start-up sheet, for your own reference and send the original to the company. After about a week or so you should receive your turn sheet and it should contain detailed information of your starting position, rumours of happenings that you may care to investigate plus additional info that your character or team may have discovered.

Then it is up to you to use your skills to explore the unknown, develop your team, make friends — or enemies — use your diplomatic skill and generally survive. The main aim IS to survive in the hostile environment out there.

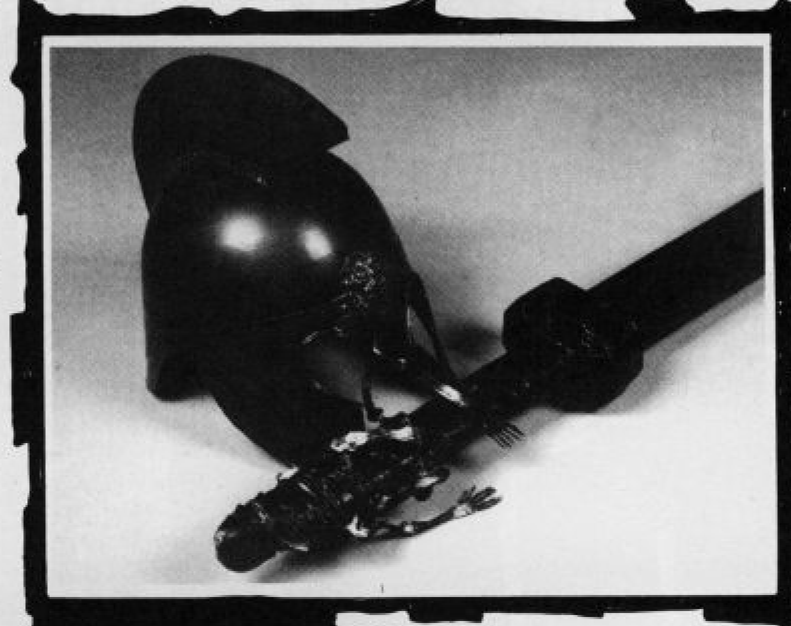
Once you have entered your ideas and decisions on the turn sheet you return it to the G.M. In doing this you have completed your first turn. In about two weeks time the G.M. — be it human or a computer — then examines your turn and using dice, imagination, ancient mystic formulae or computer programs, analyses it, enters various comments and returns it to you.

Each time a G.M. analyses your turn, you pay a charge for this service. You are informed of this when you get your start up package and it is usually a fixed price. The average price of a turn at the moment is approx between £1.50 and £2.00.





This is the chance for you to actually show your skill — or the lack of it — with a sword. You get the chance to play the part of a hero or heroine you create in a live situation.



If you fancy dressing up in armour, wielding a sword — made of wood, wrapped in a lot of foam and covered in gaffa tape — running around in dark, damp, cold, wet caves getting totally covered in mud then fighting zombies, skeletons and goblins, Live Role Playing is for you!

It's your chance to see if you are as mighty as Conan or as wimpy as Ukko the Dwarf.

The way to get involved in this is to telephone a live role playing company. Make a booking, send your money off — on average £6.00 an adventure — and within a couple of days you will receive full details of what the game is all about, where to go and when.

You can book individually or for up to a group of ten people. On the appointed day you travel to the caves or castle where you are kitted out with all the accessories. If you want to bring your own costume that's fine, it can be as outlandish as you want, but no armour is allowed at first as you have to "earn" it and the ability to wear it.

You get instruction on the use of various pieces of weaponry, safety regulations, the rules of the game and how they are applied. Then, as is the way in F.R.P., you are asked to stat what character you want to play. Then you are informed about your powers, abilities and weaknesses.

You usually get the chance to play either a warrior, scout, magician or priest.

Once everything has been explained and all your questions have been answered, you are set an adventure. This can be done in many ways, but here is just one example.

You will be approached by a merchant, who tells you that his daughter has been kidnapped by an evil magician. He will pay you a princely sum if you will rescue her and return her safely. The money he pays is real in game terms and with this you can buy better armour, magic potions or more vicious weapons.

If you agree, he takes you to a dungeon entrance and your party is left to investigate. You usually have three real candles between the ten of you and this means that you cannot see more than two feet in any direction! You then amble along a maze of passages and it is up to you how you deal with the real life monsters, traps, and people that you encounter.

A typical adventure lasts two to three hours. It is advisable to wear some old warm clothing that you don't mind getting filthy dirty or damaged. Boots are a must. If you are under 18 years of age, you MUST get a letter of approval signed by your parents before you go.

Continued on page 87

Solo role-playing books

This has got to be the ultimate in solo roleplaying! You need nothing else except a pencil, a couple of dice and some paper.

Ever since the introduction of F.R.P. there have been solo roleplaying books. But at first they were just a written form of over the table gaming and you needed to have the large rulebooks handy, or a very good memory, to remember all the rules.

The first break from the mould was *Tunnels And Trolls* a *Swords and Sorcery* solo game from a company called Flying Buffalo. They produced a game that could be played fairly simply with lots of hack and slay involvement to keep the player happy. This was not exactly a challenging task and when you had done several of them, they became a bit tedious.

However, solo gaming re-emerged as a force to be reckoned with when *The Warlock Of Firetop Mountain* was relased in late 1982. This solo book had its own unique role playing system, called *Fighting Fantasy* which was simple, easy to play and very fast. It not only contained the hack and slay element, but there were problems to be solved, puzzles to answer and traps to be negotiated.

Steve Jackson and Ian Livingstone, who wrote and produced the game immediately realized that they had a mega best seller on their hands, so they went on to produce many others, including another notable adventure called *Deathtrap Dungeon*. Since then there have been many other solo adventures, written by many different authors.

Mark Smith and Jamie Thompson produced *Falcon: The Renegade Lord*, which was eventually turned into a computer game.

It was an adventure set in 3033 A.D. and your aim was to travel back into the past to stop a renegade Time Lord meddeling with history.

Indeed the list goes on, but out of all these solo adventures there has only been one best seller to rival the *Fighting Fantasy* to date and this was the *Lone Wolf* series by Joe Dever and Gary Chalk. The series was in fact so good that it won the game book of the year award three years running in 1985, 1986 and 1987.

The *Wolf* series allowed you a lot more control over your character. After your character reached a certain level you could choose his weapon skills, psionic powers and various other abilities. You get the feeling that you were actually running the character and that you were not being shuffled from one part of the book to the other by random chance.

If you survived a *Wolf* adventure, you were allowed to take your character onto the next book, where not only could you start off a new adventure at ana dvantage, but you could continue to develop your character further.

The latest craze in adventure gaming though is nothing to do with playing solo, believe it or not. You play an adventure against your best friend. You buy a set of two books, then one person plays a goodie and the other a baddie.

Then, you call out to each other a number on the bottom of the page you are on, and then each of you turns to a page where you see a picture of where you are in a dungeon.

If you call out certain paragraphs you will meet your opponent and perhaps catch them off guard.

The way most adventures are played though are dead easy. The book gives you a system whereby you "roll up" a character using a six sided dice. You add your dice rool to certain present numbers and that gives your attributes in weapon skill, stamina, luck etc.

These final attributes tell you how well balanced your character is. You are then allowed to pick your characters' magical spells and equipment. Then you read how to operate the combat system when you meet monsters and the like. This is very simple.

Usually you compare your weapon skill plus a random number you roll on a six sided dice to that of a monsters. If your total number is higher than the monsters, then you do a certain amount of damage to it and you note that down. After the monster has taken a certain amount of damage it is dead.

You usually get a brief history of your land and you are set some task, like obtaining a magic crown to ensure the unity amongst your leaders. You then turn to paragraph one where you'll read something like this: *"As you make your way down the corridor a portcullis descends with a loud clang blocking off the southerly way behind you. Unimpressed, you walk down the dark, cold, dirty corridor and finally you come to the end. Here you can see a strong looking wooden door in front of you to the north, the first steps of a set of descending stairs to the east and a stone wall to the west. Will you try to open the door to the north (29), go down the stairs to the east (87) or examine the wall to the west for secret passages (69)?"*

The book is divided up into hundreds of numbered paragraphs and the figures in brackets relate to those. So, if you wish to take a certain course of action your turn to the appropriate paragraph, where apart from a possible encounter with a monster, which you resolve via the combat system, you are given another chance.

The game goes on like this until you achieve your objective or die trying. If you die, no problem, a couple of dice rolls and a new character is formed to fight again.



Board games

These are probably the most restrictive forms of role playing, but nevertheless very enjoyable. They vary enormously from solo board games, where you play a predetermined character but make the decisions yourself, to games where up to ten people can play at once.

The rulebooks are usually simple-to-read and easy to understand. There is a good possibility of "option cards" being involved and you have to place these on certain parts of the board.

One of the first board games I played many years ago, which involved an element of role playing was the *Battle Of The Litte Big Horn*. It was a game for two people where you reinacted this famous battle, one taking the guise of General Custer and the other of Chief Sitting Bull. However, times have changed and Standard Games have lead the way for many years, with games such as *Cry Havoc* and *Dark Blades*. See *Board Battles* for a full review.

Games Workshop has also come up with the solo board game *Chainsaw Warrior*, where you play a special forces operative who has twenty four hours to kill a powerful extra dimensional being which is threatening to pull the whole of New York through a time warp, destroying it totally.

The same company has also produced a game called *Blood Bowl* which is a cross between American Football and *Swords and Sorcery*! You create teams of orcs, trolls or any other creatures for that matter and you put them on a typical American football pitch, where they batter hell out of each other most of the time, with vague thoughts of a mystical thing called a touchdown crossing their minds occassionally.



Continued on page 88

DREAMS COME TRUE!

Fantasy Role-playing Special

Computer role-playing

For many years the nearest the computer companies have come to creating role playing games was via the adventure. However, although they were very popular, they left a lot to be desired as far as role playing was concerned. The games were based on obtaining certain items or passwords and using them at the



appropriate time to progress further in the game.

Recently though, there has been a new style of computer games entering the market and through one company. That company is *S.S.I.* They have released over 10 roleplaying games, which are totally unique. True, they have only a limited form of role playing, but their games get better and better. They have also taken the initiative by snapping up the rights to T.S.R.'s *Dungeons and Dragons* F.R.P. game and they are busing producing the computerized version as I write.

As in F.R.P. in general the way the games work are as follows. You create a team of characters with randomly selected abilities, which range from the magical powers of a wizard to the sowrd arm of a fighter.

You then set out exploring the world, picking up tasks and quests as you go.

You usually move your group until you get to a combat situation, where you can move each character independently and select various options which can include fighting, moving, spell casting or issuing forth a divine power.

You meet various monster on the way, find magic items and meet various interesting people. You can fight until you are badly wounded, then retreat, get healed up at a village and come back for more or you can press on regardless, losing a couple of your party on the way, hoping that you can strive on and achieve your objective.

Games can be saved at certain stages to stop repetition and the worst thing that can happen to you is that you can get wiped out! If this is the case, no cause for tears because all you do is create a new party of characters and off you go again!!

The best F.R.P. computer games are at present coming out on disc for both the Commodore 64/128 and the I.B.M. I suspect that in the not so distant future you will see a mass of these type of games swamping the market for the Atari ST and Amiga. People are at present saying that the Amiga has the better capacity to run games, but it will take time for the programmers to get to grips with it.

There are other companies out there at the moment issuing F.R.P. type games and it will be nice to see how they take them up. For example *Moebius* from Origin was an attempt at making a computerized F.R.P.

French software company Infogrames also produce a role playing game called *Mandragore* — which is a big over the Channel but wasn't received well here in the UK.

US Gold has been released all the *Ultima* series of FRP's — all of which have a big cult following in this country.

But as yet computerised RFP's have yet to take off in a big way — but here at C+GV we confidently predict that '88 will be the year of the role-playing game.

We reckon that *Gauntlet* and all it's clones will have given you the taste for the real thing. And computers are the ideal medium for FRP's — solo games or otherwise.

Dedicated adventurers will enjoy them, arcade players with a desire to try out something more demanding will enjoy them — and most of all this type of game respresents great value for money and will last for a long, long time.

The biggest release of the New Year will be S.S.I.'s *AD&D* computerised FRP — we've seen some early screens from the game and it looks tryly awesome. Watch this space for more news on this impending release!





Fantasy figures

These are an essential aid to F.R.P. as they give the over the table games a greater depth and sense of involvement. There are now thousands of figures to choose from ranging from fighters in full plate armour weilding huge swords to detectives in raincoats menacingly pointing huge magnums.

Most figures in the F.R.P. world 25mm scale and are usually made of a soft metal plus a liberal quantity of lead. Most of the figures come completely assembled in certain poses with fixed bases; but some companies have started issuing figures with plastic detachable bases and shields. You can also buy figures that have the ability to wield a varied array of weapons that are included with the model.



Collecting these models has now become a hobby in its own right. Some people like nothing more than to buy the figures and paint them, collecting them to make one vast, impressive, army. Other people make "dioramas" with them. Basically this means painting your models and, mounting them in highly detailed model dungeons or villages. This takes a lot of time and dedication.

Fantasy Role-playing Special

Table top games

Fighting miniatures

▶ **GAME: FANTASY MASTER: TOWN OF BALDEMAR**
▶ **AUTHOR: ROBERT J. BLAKE**
▶ **PUBLISHER: NEW INFINITIES PRODUCTIONS INC**
▶ **PRICE: £7.95**

He's back! Yes, E. Gary Gygax, the grandfather of F.R.P. has returned with a new company and even newer product.

The first thing that catches your eye when you open this book is the detachable, well-produced, full-colour 17in by 22in town map. It is divided up into four major areas with a river and a major road responsible for this divide. On the reverse side is a chart on which you recall the current political situation of the town and a list of the most important townspeople.

It gives an in-depth description of over 125 citizens plus the shops and the guilds they run. It has a helpful introduction which contains many useful hints and tips. It even has a section so you can create your own political power struggle between whatever section of society you want, be it the church, the guilds or the ordinary populace.

My only criticism of the booklet is that the artwork leaves a lot to be desired and some of the statistical charts are complex. However, if you are feeling lazy and want a complete town setting in a medieval-style which is compatible with any F.R.P. system and that is good value for money, then this role-playing accessory is for you. As the man said, you can have this converted to your system within an hour.

E. Gary Gygax is back and it's good to see him.

● **RATING: 88%**

▶ **GAME: LORDS OF THE MIDDLE EARTH — Vol. II; THE MANNISH RACES: A FANTASY GAME CHARACTER COMPENDIUM**
▶ **PUBLISHER: IRON CROWN ENTERPRISES**
▶ **PRICE: £8.95**

This book is NOT a game in itself. It is a source of subsidiary information for a role-playing system called Middle Earth Role Playing (M.E.R.P. for short).

For the uninitiated, M.E.R.P. is a F.R.P. system based on J. R. R. Tolkien's *The Hobbit* and *Lord of the Rings*. It provides the structure and framework for role-playing in Tolkien's mystical mythical world, so you can play characters and enjoy the universe that he so stylishly wrote about.

If you have read any of Tolkien's book you will really appreciate the work that has gone into this supplement. Basically, what it does is allow you to have at your finger tips access to almost all of the humanoid that occupied the Middle Earth realm.

Spread over 108 detailed pages are hundreds of descriptions of the most prominent or powerful individuals Tolkien created. The descriptions are written in two formats either long or short (short being up to 50 words). They contain detailed notes on the character's personality, as well as their history, traits, abilities, magical powers and special weapons, if any. Furthermore, it gives a full breakdown of a character's statistics from level rating to Skill bonuses and is cross-referenced with the Tolkien's actual books and other M.E.R.P. aids.

You also get a fairly lengthy precis of the history of the Middle Earth plus a very handy abbreviation table. To top this all off, it gives a massive 25-page spread to the Nine Nardgul, which is worth reading on its own.

To be honest, when I first read it, The Mannish Races took my breath away. From the minute you look at the exceptional artwork on the cover to the time you finish the last page, you can appreciate the awesome amount of work that has gone into researching this. The artwork throughout (and there is a lot of it) is of a high quality. The tables provided are easy to understand and the family trees of the most important humans are a sheer joy to read. It is also written in a very friendly manner, which makes you want to get up and play immediately.

If you play M.E.R.P. it is an essential buy, if you play another F.R.P. system buy it anyway, you'll get years of use

Tabletop Games (formerly Asguard Miniatures) have sent me most of the figures in their aptly named '*Torture Chamber*' range amongst others. These little beauties vary from The Rack, where you get a victim, a torturer, a sadistic onlooker and the actual rack itself, to the Iron Maiden, where you just get the spiked maiden and screaming victim.

There are 12 models in the Torture Chamber Range and they vary from 75p to £2.50.

The set I got did not include assembly instructions and without them an inexperienced modeller could run into a few minor problems.

All the figures are relatively flash free and only a small amount of tidying up work was necessary.

Some figures have to be glued together, so a small amount of modelling skill with lead figures would be an advantage, but not essential.

I was also sent a selection of **Tabletops'** Orc range and you'll have a hard time finding a more nastier, evil looking bunch of characters. The models come armed with a frightening array of weapons with massive maces to whopping whips. Well worth a look! The cost is anything from 45p upwards.

Turning now to **Prince August Gaming**. They sent me a selection of figures from their *Fantasy Armies* range, their catalogue and a poster. The poster, which can be obtained by sending an s.s.a.e. and three backing cards to any of their models, shows the full range of their products.

Out of all the figures they sent me I was most impressed with their ranger. It is posed in an all action fashion, sword drawn and ready to swing, whilst his ankle length cape flutters behind him.

A neat touch that I liked was the addition of groundwork to the base. It means that even if you are inexperienced at modelling, you can still give the figure a presentable base setting with a few strokes of a brush. All models come in a blister pack, with a foam backing.

One thing that makes **Prince August** different from the majority of the modelling companies is that they give you the chance to mould your own models.

You can buy casts, moulds and soft metal at very reasonable prices, so you can create your own figures.

Their handbook (which is free) shows you step by step how you can turn lumps of soft lead into crisp sharp painted figures in a fairly short time.

It also contains a fault finding table to tell you what happens if, your moulds go wrong.

They have a large range of fantasy moulds ready and waiting to be used. If you want really big armies then this is for you, because after you make the initial outlay for the moulding start up set, figures cost around 10p each to make. For full details of start up packs etc, please contact **Prince August** at the address below.

Board games

▶ CRY HAVOC
▶ SUPPLIER: STANDARD GAMES
▶ PRICE: £9.95





Have you ever thought of playing board-based F.R.P. games, but been put off by the look of the awesome size rulebook and the complex combat tables? Well, don't be put off any longer.

Cry Havoc is a simple game aimed at beginners. The idea is to slowly, but surely, get involved in a tremendous hobby, step by step. C.H. is based in 'medieval' times with two players (or more if you play team games) controlling various counters, that can represent anything from a mounted knight to a peasant, which either fight until they surrender or die.

You move your counters over the two full-coloured maps that are supplied through the use of hexagons (or hexes for short). Using the hex system it's easy to keep track just how far up your characters can move in one turn. It is also possible to re-arrange the maps in 10 different terrains and this gives you various options to change the game.

There are three easy-to-read booklets supplied with the game. These are: The Rules of play; Historical Background and Playing Pieces; and The Scenarios.

The Historical Background and Playing Pieces booklets gives you a detailed background of 13th-century life, full details of the characters involved and the way to use the playing pieces. You learn the way the world was run then and how each character was respected or feared.

If you have never played a role-playing board game before, then you should give C.H. a go, as it is just what you want to start you off.

● **RATING: 81%**

▶ DARK BLADES
▶ SUPPLIER: STANDARD GAMES
▶ PRICE: £11.50

Dark Blades is the expansion of the *Cry Havoc* board game reviewed above. It includes the full rules of C.H. and use the same basic system, but it goes much, much further, introducing the element of fantasy by bringing you a magic system, mythical beasts and monsters by the score.

In the tradition of Standard Games, **D.B.** is simple to play and easy to learn. If you can master the C.H. system you are half-way there. In this set you only get one booklet called, naturally enough *Dark Blades*.

Basically, mankind strived to make the world perfect by developing all the land. Some non-humans regarded certain places sacred, but mankind ignored them. They then started to use non-human creatures for only menial jobs and this made them change even more in attitude and appearance. Finally, the non-humans became fed up with being second-class citizens and revolted. The humans tried to wipe out the creatures, now called monsters, but some escaped and hid from man. In their exile they adapted to the environment they were forced to live in and after the years they became Mon-Ogres, a mighty creation of man crossed with ogres. Once the Mon-Ogres had sufficient numbers, they launched a series of attacks against humans and led by their most powerful warrior The Black Fox, they quickly turned the tables on the humans.

There were many, many battles and the humans lost most of them. The only successful human general was a warrior called Tristan, who fought with a mighty black sword, that legend has it, can cut through any armour. As he reputation grew he became known as Dark Blade.

This game, for two players, is suitable for those who enjoy a good deal of Hack and Slay on a regular basis. You need not play one of the two leaders all the time, as you can play majors of certain forces and fight for strategic places, paving the way for The Fox and The Blade to meet in a grand finale.

Overall, I thought it was a great game for a novice to start off with as it is very playable and highly enjoyable.

● **RATING: 87%**

Standard Games can be contacted at: Arion House, Scation Road, King's Langley, Herts WD4 8LF.

Live role-playing

The Labyrinthe has done it again! Not being content with having two of the most unusual places to run live role playing adventures, namely a massive countryside dungeon complex and an island in the middle of the Medway, it has obtained the rights to use an intricate cave system under Dover Castle!

Needless to say, the location is ideal, being a series of rough hewn caves that were excavated in the 17th century as a part of the castle's defence system.

The adventure we went on was up to **Labyrinthe's** usual good standards.

The seven of us were hired by a merchant woman, who had had her identical sister kidnapped by an evil demon. We were asked to rescue her and she came up front with the cash, we agreed.

At first we trekked above ground on Dover castle itself taking on very powerful castle guards.

We at last found one guard half asleep at his post, so we quickly swarmed over him like ants and disposed of him. From this encounter I "obtained" a rather tasty long sword! We entered the gate behind him and entered the dungeon proper.

Finally we came to the last room and found the captive maiden. Two evil people were casting spells at us, but I managed to get in and attack the main man himself.

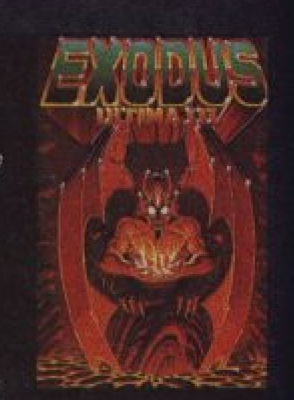
I started attacking the other man and disposed of him quickly, freed the maiden and then we all made a run for it.

That was our big mistake, as we got lost in the maze of caves and, separated, we were easy meat.

I understand that the **Labyrinthe** will be running fully residential holidays based on the location and you can get more details from the address below.

Write to: **The Labyrinthe Club, 77 Hinton Rd, Herne Hill, London, SE24 0HT.**

The latest adventure in the award winning Ultima saga



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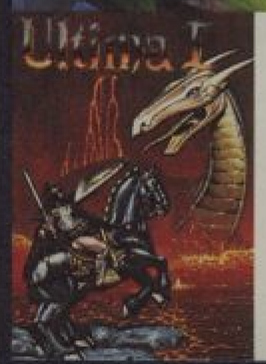
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● In a major coup *K.J.C. Games* has obtained the rights to run **Trolls Bottom** from Project Basilisk.

It would appear Basilisk is going into the development side of P.B.M. and is more interested in creating games rather than running them. This leaves K.J.C. with the two most enjoyable computerised P.B.M.s in the country.

K.J.C. players can expect an announcement about the matter in their **It's A Crime** turns shortly. Meanwhile, check November's C+VG for the review of **Trolls Bottom.**

● Now for an update on C+VG's **It's A Crime Game 14.** The colburnites (102) and The Sons Of Batman (689) have slipped dramatically down the notoriety table. The Numero Uno gang is now The Killer Hawks (184) with 332 points, but they are closely followed by the Bogie Men (512) with 329 points and the Satanfists with 328. Less than 50 points separate the top ten gangs.

● Legend Incorporated Ltd the company which runs A.E's, apologise to players for the delays in the turn around time. Despite taking on more G.Ms they are still overworked and some delays were inevitable. But by the time you read this they should have all their problems nearly solved. However, they do NOT want any more new players to apply for playing positions as there are none left. It is pointless sending in applications for rule books, set ups etc, as they will take ages to be processed. I will let you know when normal service will be resumed.

● Two Fantasy role playing companies are moving into P.B.M. Games Workshop is contemplating running a P.B.M. on **Warhammer!**

It will be fully computerised and should be running by late summer 1988. They envisage large player attended meets when two major armies face each other in the game and want to re-inact the actual battle over the table with the appropriate figures. This could be very interesting, but also costly and hard to present.

Meanwhile, Standard Games, the company who produced the excellent miniaturised figures for C+VG, have also decided to run a P.B.M. based on their board games, **Dark Blades** and **Cry Havoc.** I was talking to Richard Cockerill of Standard Games, and he is very keen to start the game in the not to distant future. It will also be computerised, but he has the advantage of having a well-known programmer, who has to remain nameless at the moment, at his disposal. Also, being a man who likes to give value for money, Richard is more than likely going to have a stall at the Third British P.B.M. conference in February and he will hand out questionaires to find out what kind of game YOU want. This is a highly original move and one that could really pay dividends.



Hi, everybody, Wayne here again. Signed, sealed, delivered, I'm yours! The Play-By-Mail pages have a new look this month. Hope you like them. Meanwhile, as the festive season approaches, I'd like to wish everybody a Merry Christmas and a PBM New Year.

● The Third British P.B.M. Conference takes place at the Porchester Centre, Queensway, London, W2 on February 20 between 10.30 a.m. and 5.00 p.m. and we are expecting a near sell out. People with advance tickets will be given priority entrance on the day.

Not only are at least 20 of the major P.B.M. companies taking part, but there are at least 20 small ones. We have the usual attractions of the Labyrinthe. U.K's leading Live Role Playing company, will be running mini-dungeons for free, a leading Fantasy role playing and board game company displaying their latest wares, an open AD+D competition, *P.B.M.* seminars, computer competitions, bookstalls, the British Play By Mail Players Association will have a stall, and there will be a licenced bar and mini cafe. You will also get your chance to vote for the various coveted P.B.M. awards, including magazine with the best P.B.M. coverage.

Entry on the door will cost £2.00, but if you apply to: The British Play By Mail Association, 2 David Court, 200 Lansdown Road, Edmonton, London N17 9XW, enclosing the logo above, a S.A.E. and a cheque for £1.50, you will receive your advance ticket. All cheques/ POs should be made payable to the organisation.

● A few copies of the booklet 'The B.P.B.M.P.A. Guide to P.B.M.' are still available. The booklet is free and if you are interested in obtaining a copy, cut out the PBM logo and send it to me at C+VG with a large S.A.E. First come, first served.

● Spellbinder has just taken over a Football game called **Kickabout.** In fact it is the biggest football P.B.M. in the world. The first full season has just finished and a new enhanced version of the game with inter-league European Knock Out tournaments and representative World Cup matches are about to commence. I've looked at the rulebook and will be reviewing it shortly. Meanwhile here is a selection of options.

Aggression: You can get your team to play harder in certain areas and you have a increased chance of injuring one of the oposing teams start players by getting stuck in. But with this tactic you also stand a better chance of getting booked

Schoolboys and apprentices: You can create a Maradona by training him and giving him first hand experience in a league game. Your teams performance may suffer at first, but as time goes on the youngsters get better.

Transfer Markets: Can you play Big Ron Atkinson and make a killing on the transfer market?

Spellbinder's traditional policy of freebies for all, continues. They are giving away copies of their rulebooks for FREE to people who write into me via the mag and enclose a S.A.E. When all the applications are in they will pull two names from the hat and they will be entitled to play the first season free.

Reviews

● **GAME: Starship Commander**
● **SUPPLIER: Mitre Games**
● **REVIEWER: The Devout Despot**

JUDGE; Ladies and Gentlemen of the jury, do you find Mitre Games guilty or not guilty of producing top quality, affordable and very playable games?

JURY; Guilty, your Honour!!

JUDGE; Mitre Games, you have been found guilty of the aforementioned crime. It is my judgement that you shall be taken from this place to a building full of computers and data bases, pens and paper, stamps and envelopes, where you will be chained to a swivel chair and shall produce, correlate, assign and deliver to the general public a brilliant concept that is affordable by anyone with a weekly income over £1.00.

And so into the sunset, surrounded by armed guards goes the creator of the new budget game **Starship Commander.** But wait a minute, did I say "BUDGET" game? If so, surely that means lack of quality, quantity and Quark torpedoes?

Well, not really, because if you examine exactly what you

Continued on page 95

LOGIC SALES

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We are interested in computer software for the BBC micro range of computers, or books on any computer subject. Please send submissions for evaluation to IAN BISHOP at the above address.

Continued from page 93

get for your £3.00 set up fee and £1.00 per turn, you will be pleasantly surprised.

First you receive a rulebook that isn't really a rulebook, but is a secret document designed as your mission briefing. It starts off telling you that as a newly promoted commander, you have been given command of a X-71 scout ship.

It then explains how parallel time space areas were discovered more than 50 years ago and finally colonised by the Home System. Unfortunately, these were already occupied not only by humans, but by aliens as well. Some of these aliens are good, some fair, some not so fair and some diabolical. Further reading shows a new parallel area has been discovered, namely shift D. They cleverly use a hexagonal diagram to show these shift locations. It is up to you as Starship Commander to go back/forward/across to shift D and set up bases, colonies, factories and trading embargoes with humans and aliens alike.

You then have to teleport materials and power crystals back to your mother system for credits, which can be used to raise the level of your via trade from a penny farthing to a megaplanet shattering allied destroying craft. The problem is that everybody else has the same goal!

The set up has examples of moves and results which help with the first move considerably, as this move is always the hardest.

Once the briefing section of the rulebook is read, you then get onto the How to Play section. This part of the rulebook is excellent because it reinforces the briefing section in a nice easy flowing manner.

This game is fully run by computer and you put your orders in via a special code explained in the rulebook!

VERDICT

The only criticism of the game is the results sheets get to be a bit samey, but as it only costs a £1.00 a time I can overlook that. It is the kind of game that would appeal to a person who had given great thought to starting up in a Sci Fi computer moderated game, but was undecided what to go for.

If you are interested in joining Starship Commander, it costs £3.00, but if you write to Wayne, enclosing the logo above, he will pass your money onto Mitre and they will credit you with two free turns. All cheques and POs payable to Mitre Games.

- **GAME: Saturnalia**
- **SUPPLIER: Sloth Enterprises**
- **REVIEWER: Wayne**

Saturnalia is without doubt the longest running single character fantasy P.B.M. in the U.K. I can remember starting the game way back in late 1984, because one of the G.M's, Neil Packer, had a party in another P.B.M. game that we both played and through the game we met at a pub meet. While chatting, he casually mentioned he was starting up a new P.B.M. with a partner called Simon Letts, under the banner of Sloth Enterprises and he invited me to try it out. To date, over three years have passed and I am still playing the game. I think this speaks for itself!

Admittedly I do have a soft spot for the game and wanted to review it for some time. However, Sloth had declined my offer of a review on several occasions because they had as many players as they could handle and they did not want anymore. I really respected this attitude. Now, times have changed as they have employed quite a few new G.M's and they have spaces available for new players.

The world of *Saturnalia* is one of monsters and magic. Great dragons abound. Magic Casters are common, monsters of all different kinds roam the planet, mighty warriors clash for glory and you have to try and survive amongst all this!

The mechanics behind this game are simple and are as follows. You control a single character, whose personality and background you create, then each turn you decide upon the actions your character wished to take. You can send in your turns whenever you want. This game has an "open" format, so it is really up to you how much you play. This is a good option for people of limited finances or live abroad. Of course, the more turns you send in, the more powerful your character becomes, so there is a slight disadvantage to not sending in regular turns.

You are given a total of 250 points to create your character with. These can be divided you among the five various attributes your character has, which are:

Combat Ability (CA): A measure of your offensive and defensive weapon skill plus overall strength.

Magic Power (MP): This determines what spells you are able to cast, what divine powers you are able to learn and how resistant to certain magic spells you are. It can also determine how mentally stable/unstable you are.

Vitality (VIT): This gives you an indication of your characters overall health and physical condition. If you go to 0 or less vitality you are dead! A score of around 500 vitality means that you are very healthy.

Scouting Ability (SA): This guages your ability to hide in the shadows, pick pockets and climb walls.

Perception (PER): This measures how observant you are, how much you can see, hear and perceive out of the way places. A score of 0 PER means you are blind. A score of 500 means you would spot a needle on the floor of a room the minute you entered it.

You then give your character a background and history, plus traits and hbits. You are encouraged to go into great detail, as this gives the G.M. the idea what kind of character you are trying to play. You can also worship one of the 14 gods that rule Saturnalia, straight away, but I would advise you to read about the gods below, before you do!

Once you have created your character and you get your first turn back you are then set loose on one of Saturnalia's eight islands and expected to survive.

When you start wandering about actually doing things which call upon you to use your major abilities, you discover some of your total scores start to drop. For example, if you were a thief and you creep around someone's back yard and suss out their house for a potential future robbery, you would find that you lost points from your PER and SA overall total. What you have actually done is "used" them up with the effort you have put into spying and sneaking about. These losses are dependant on the GM, who decides what you have lost through a combination of personal opinion and random dice rolling.

Magic spells are quite easy to learn as they are usually available cheaply from temples, wisemen and sages throughout the world. The magic system and divine system are one and the same, being very easy to handle. Basically, you need 100 MP to "learn" a 10 point scroll, 200 to "learn" a 20 point scroll, etc, up to a maximum 400 points, which can "learn" you the most powerful spells.

WAYNE'S VERDICT

Saturnalia is my favourite game. However, when I started playing, it was the only game of it's kind and there were not many people playing. Now it is bigger and more commercial. I personally do not think the game's expansion has made the quality of it deteriorate.

Tips

Good news for all you *It's A Crime* players who are not in the top 100 or are struggling to find your feet in this game. Jason Gilbert, who plays a bunch of hooligans called Dark Justice in game seven of Crime, has written enclosing a few hints and tips for the C+VG game. I have added a few of my own and I hope they will be of use.

If you want to make sure that you take over a certain block, work out how many men and machine guns you need from the following table:

Block Type	Combat Value Needed
Pitiful	less than 7
V. Weak	less than 7
Weak	7
Cautious	11
Alert	15
Guarded	18
Rough	20
Strong	24
V. Strong	more than 24
Too Strong	more than 42
Invulnerable	more than you'll ever have!

This table is approximate and success is not guaranteed!

For high notoriety Firebomb Churches, ambush other gangs and issue Control orders for other blcoks that other gangs own.

The minimum criteria for becoming a boss is: At least 30 blocks; five sub-machine guns; 13 pros; 400 notoriety points; $5000.

You also have to be the most notorious gang within a square of blocks not exceeding 300.

When robbing try sending only one pro, one punk and two recruits and make it the first order on your card. This usually has the effect of obtaining a lot of money.

Finally, never rob with your walkie-talkies on. The police listen in and have a greater chance of catching you.

There is still time to join in the C+VG It's A Crime game. Just send me your name and address, which I will pass onto K.J.C. They will send you: a FREE rule book, two FREE Rounds and a FREE Start up.

WAYNE'S WONDERFUL OFFER

The cost of a start up in Saturnalia is usually £5.00 and future rounds are £1.75. However, after negotiating with the peopleat Sloth, I have come up with the following offers: ● Sloth will pull 20 applicants names out of a hat and they will get their cheque/PO sent back to them, with a FREE start-up package and rule book. ● Anybody else who applies will get a REDUCED start-up for £4.00 and will also get three FREE turns which is a SAVING of £5.25. ● Anybody who already plays Saturnalia can set up a second character for FREE and also get three FREE rounds.



NEWS

EVERYTHING MUST GO!

Yes, you can win a copy of any item that has been revealed on these pages if you write and tell me what you think of the C+VG Fantasy Role Playing Special. I want your thoughts on what was written and reviewed. Do you think that the fantasy special is a good thing? Do you want a fantasy problem page, a letters page or both? I want to know YOUR views, so I can shape the next special into what YOU want to read. So write to me via the mag and I will pick out the most interesting letters and send the lucky winners one item of their choice. Be sure to list your name, address, age and also give me a list of what items you would like to receive in order of priority. I look forward very much to hearing from you all soon!

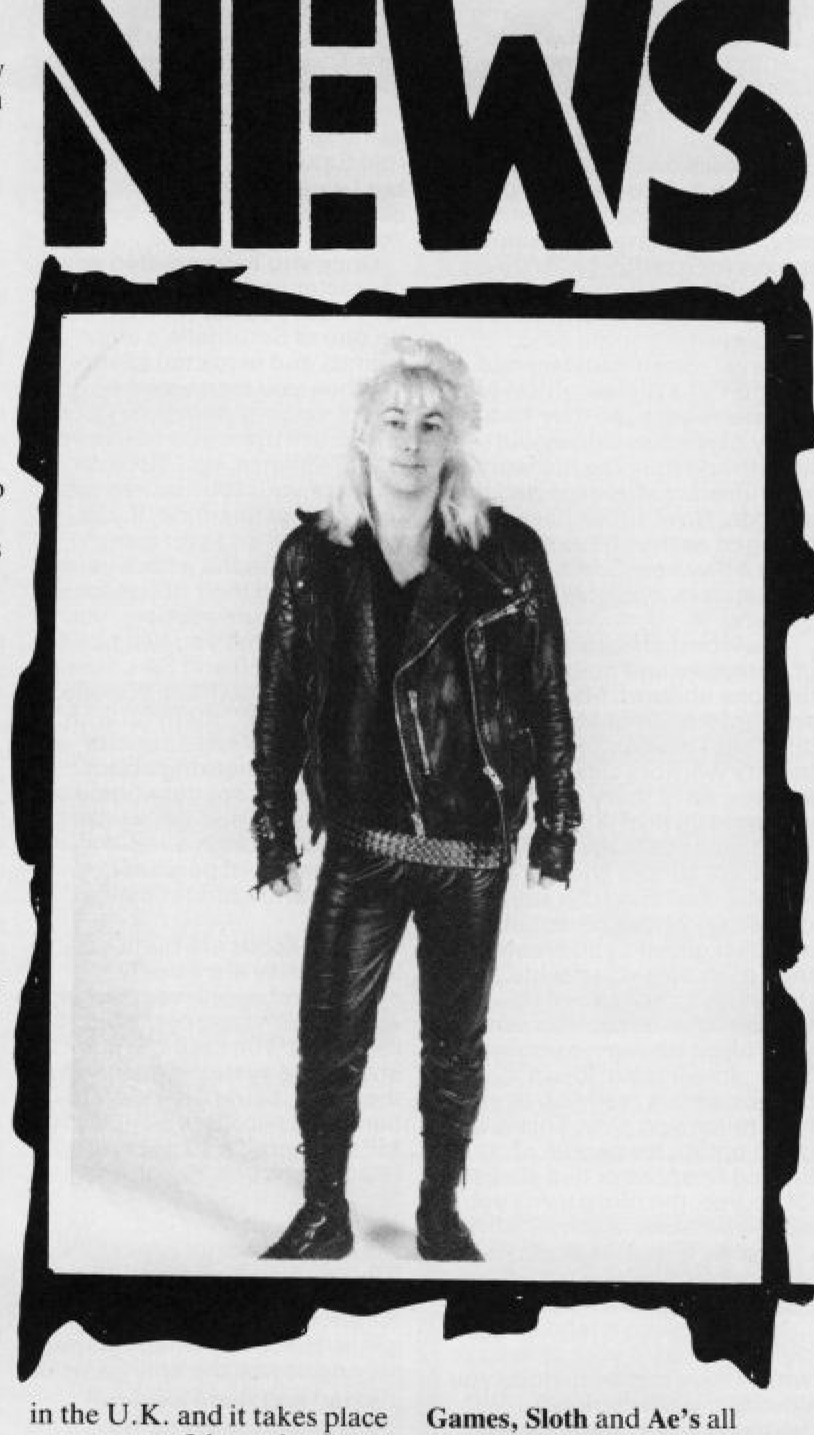
● Talking about giving things away. I have a couple of items of fantasy metalware to give away as well. **Rieder Design,** had sent me a necklace and a couple of earings! For those of you that do not know Rieder Design, they are the UK's leading fantasy jewellery manufacturers.

They produce a large selection of rings, badges, belt buckles, pendants, clasps and key rings. Rieder hand make all their items, using traditional methods combined with the ancient metals of pewter and bronze. Their designs are unique and highly original.

All item range from £2.00 up to £20.00, so if you are interested further, please contact: Rieder Design Ltd, 5 Brainstone Gate, Leicester LE3 5LH.

I've got a necklace with a intricately designed tombstone hanging on it, with the words "R.I.P. See Ya There" engraved upon the stone and two earrings, one which is in the form of a large vicious looking battleaxe and the other which is the shape of a small grinning skull.

Reider Design have also gone into 25mm miniature figures suitable for F.R.P. Their range is called *Dungeon Dwellers* and they include a blister pack of basic adventurers, consisting of a magic user, cleric, thief and two fighters, plus Orc Wolvery, consisting of two charging wolves with separate orc riders.



● **Gamesday** is one of the largest meetings for F.R.P.ers in the U.K. and it takes place once a year. It's run by **Games Workshop** and is the place where you can come and look at all the new games, play games you have never seen before, meet loads of people with similar hobbies and much more. There are also demonstrations of live role playing, painting competitions, artists drawing your favourite F.R.P. characters and competitions to enter. Furthermore, you will find that Games Workshop try to sell you as many of their products as it possibly can.

This year it took place on the weekend of the 9/10/11 October at the Royal Horticultural Hall, Victoria, London.

Over the weekend there were a lot of C+VG readers around and I had a chat to most of them.

One major event of note was that there was the unofficial P.B.M. meet with a lot of players from **K.J.C. Games, Sloth** and **Ae's** all chatting away.

The hall was quite full and getting a place in a game was difficult, but not impossible.

After three days, I felt that, on the whole, *Gamesday* was a disappointment. There were not many tables where active participation was possible. The food was as bad as ever and even the independent trade stands had been vastly reduced in numbers, but to be honest that came as no surprise taking into account Games Workshop's policy towards their rivals.

● One of the highlights of *Gamesday* for me was meeting the editors of various fanzines and chatting to them for a while. I managed to "acquire" a couple and promised them a review, so here goes:

U.D. (90p): The biggest fanzine of the lot with 60 interestingly filled pages. Editors, Ben Gooddale and Gordon McLennan are certainly no strangers to the 'zine scene and have been around for many years. They have music columns, P.B.M. reviews, articles on F.R.P. and science fiction. It also runs a P.B.M. itself, which is unique to say the least. It is well printed and the front cover is absolutely brilliant. Well worth buying.

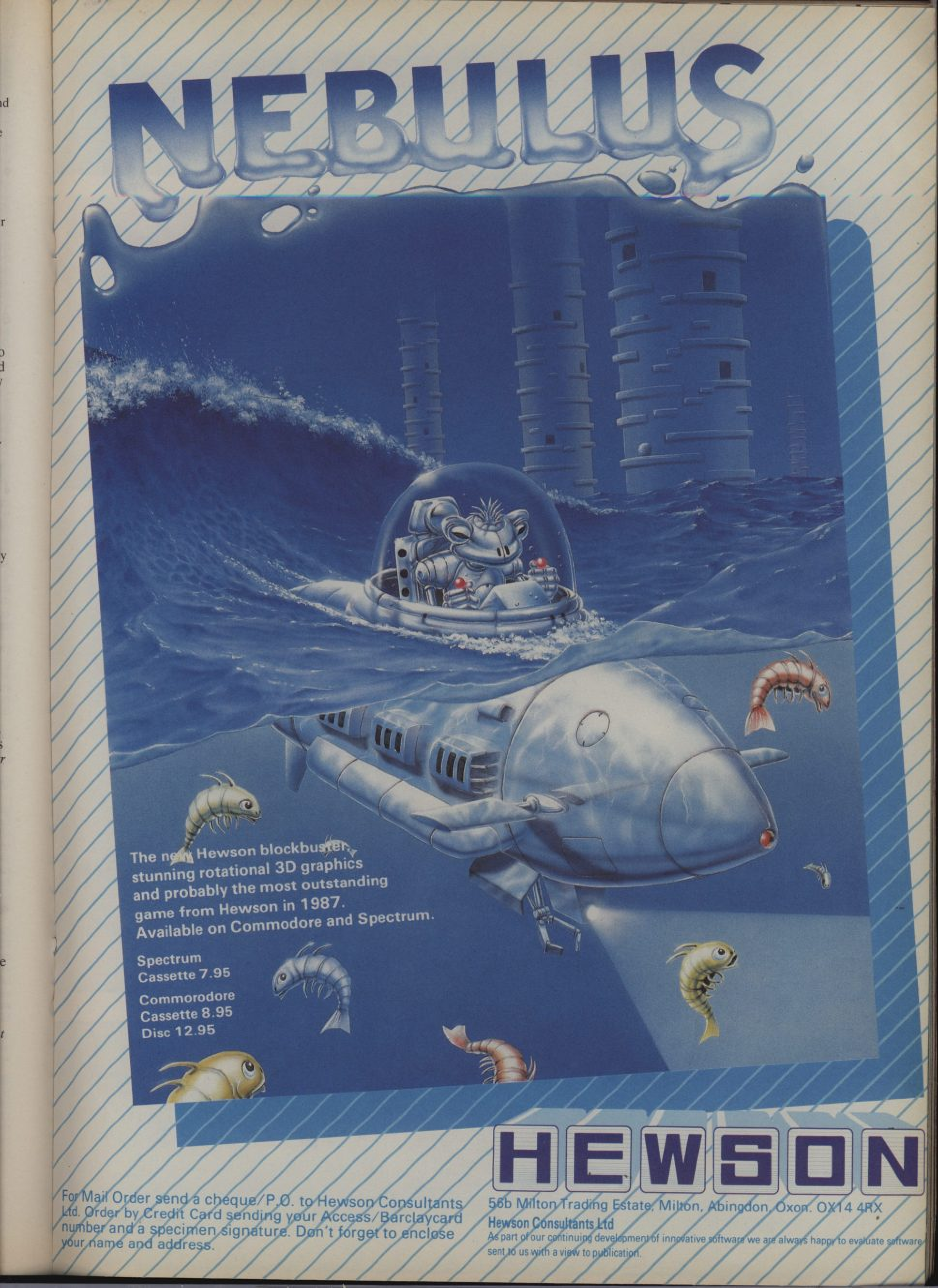
Bone Of Contention (50p): This 'zine was the funniest. It takes the micky out of a rather infamous daily gutter press paper very well indeed. However, it also does a great job of parodying *D+D*. My favourite article was the interview with a imaginary Thrash/speed metal band. It makes the *Comic Strip's* Bad News band look stylish. It also covers F.P.B. and P.B.M. and has very good artwork. To my mind the best out of the lot. Buy it!

The Blue Shaboo (40p): Not my cup of tea at all I'm afraid. Badly printed, lack of interesting content and too diverse for my liking. It has two redeeming features, namely the review of the F.R.P. *Warhammer Fantasy Rules* and the discussion on Anarchy, but overall it's pretty poor.

Brain Damage (50p): Good F.R.P. coverage, it even has it's own fantasy continent and the rules to run it. A very interesting read, but the printing quality varies from page to page, making it hard to read at times. I agreed with a lot of what was said and like the style of the short, chatty reviews jumping from records to fanzines on one page. It has a silly game called *Sheep Killer Fiends* and after a cursory glance it looks like it could well be fun to play. It also has a few quizzes that are enjoyable. Highly recommended.

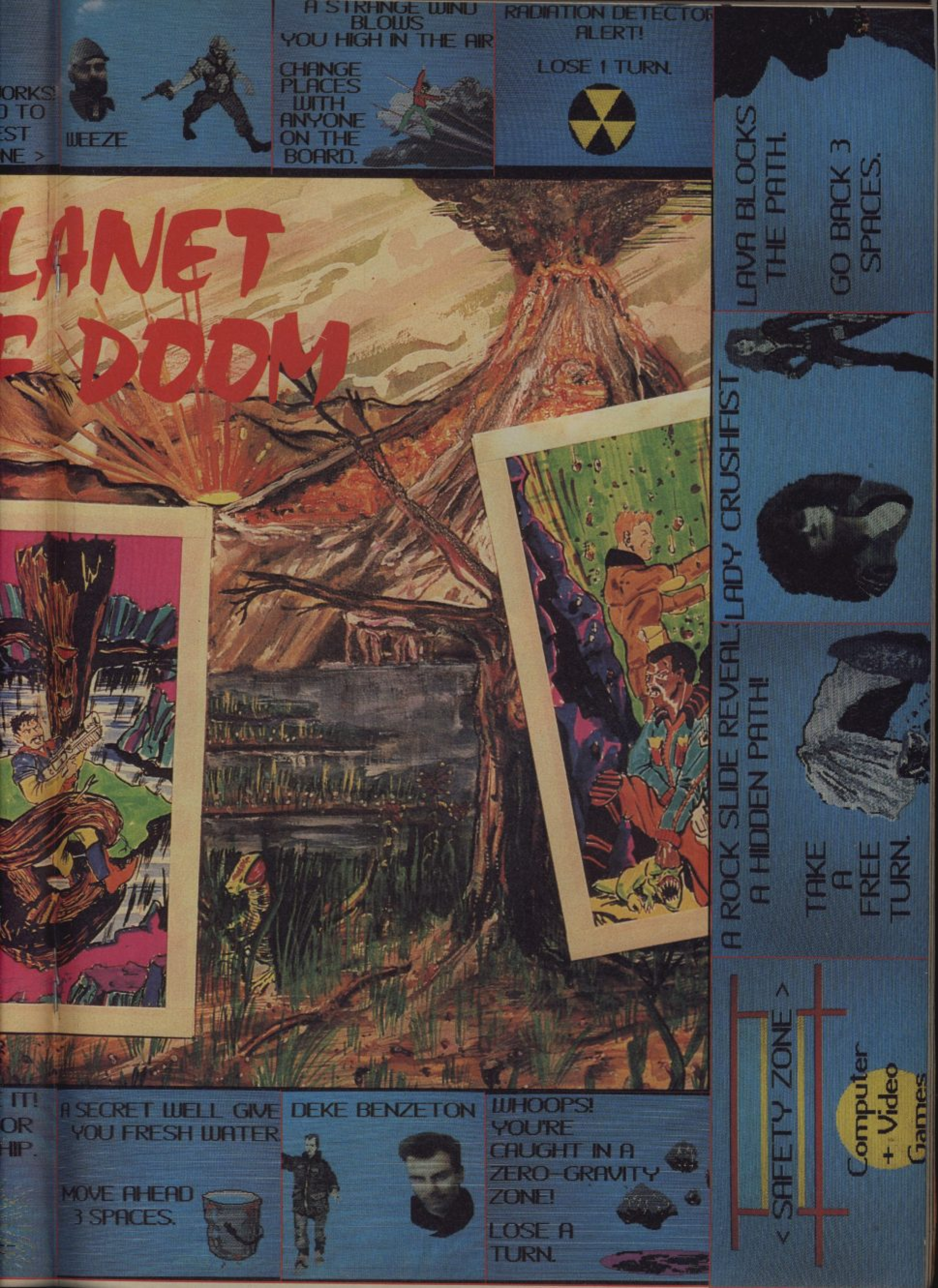
Daughters Of Dool (30p): I liked this 'zine a lot. Good cover, excellent letters page and quite a few stories of a high quality. It has a *Call Of Cthulhu* scenario, which is set in India and quite unique. Reading the scenario made me want to play it immediately.

GLARG! (60p): The smallest and wackiest of them all. *The Young Ones* of fanzines!! I loved the solo adventure *What The Hell Do I Do With These Hippy Trousers,* which is crazy. The editor must be mad, honest! The reviews of the F.R.P. material on the other hand are well written and informative. The artwork is weird to say the least, but understandable.

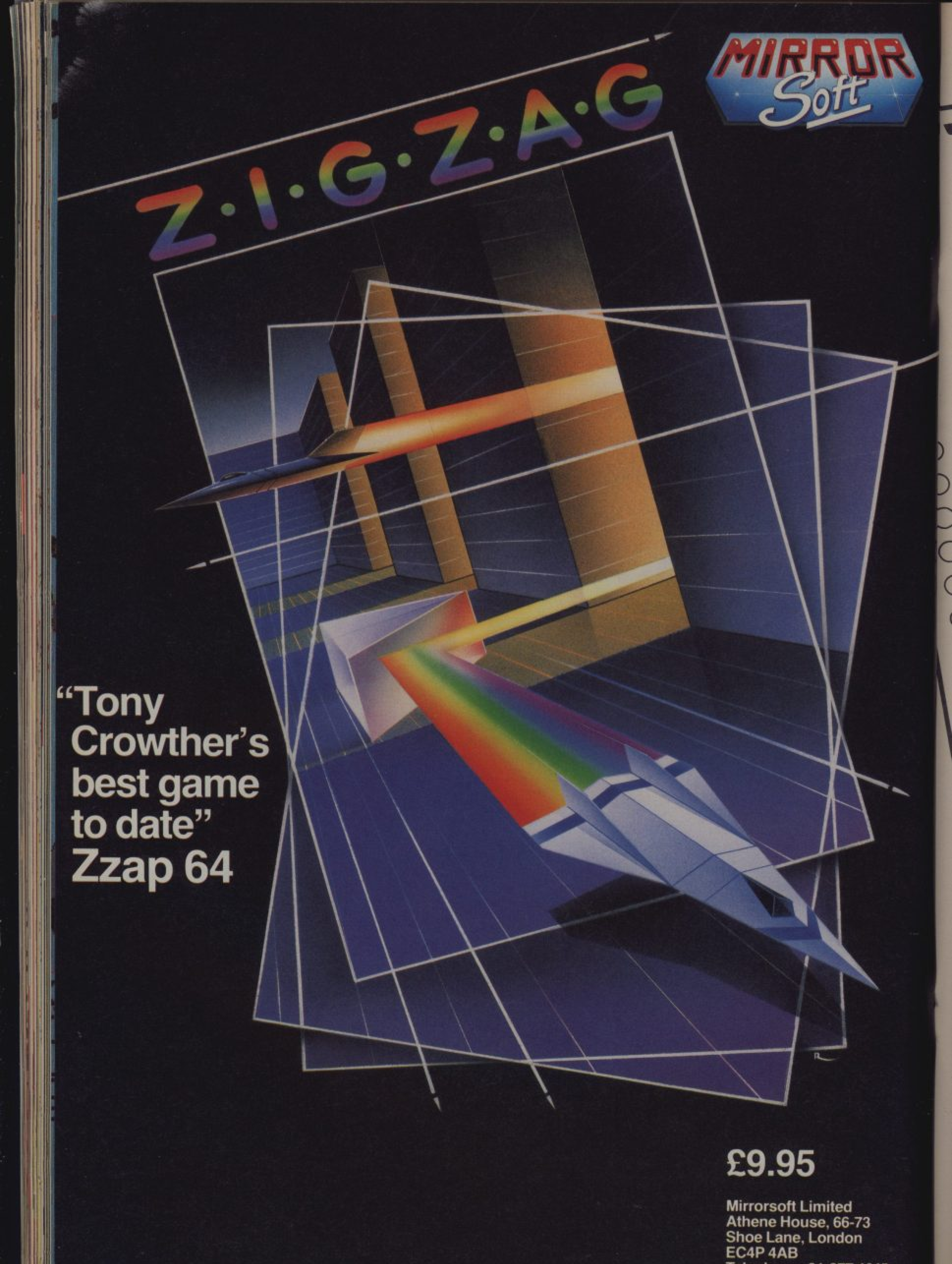

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They said it couldn't be done! The C+VG team transformed into miniature figures and stuck in a plastic bag on the front cover! Please rescue them before they suffocate! Then save them from certain death on the planet of doom by playing our exclusive fantasy role-playing board game, created by none other than *Marshal M. Rosenthal*! Marshal transported the C+VG's into the 31st Century by digitising them using a neat bit of hi-tech machinery at his New York headquarters. He also made up the rules, designed the board and took all the pictures. Pretty good for a miniature figure you'll agree! Read the rules and play the game. Meanwhile, the boffins at IDEAS Central are hurriedly attempting to find a way to deminiaturise the C+VG team in time for the next ish. But meanwhile your mini-figures of Lesley, Tim, Paul, Craig and Marshal M. come complete with heavy-duty weaponry, designer space-wear and various silly hats ready for you to play around on the Planet of Doom! Just like having the whole team always available to use and abuse. Go to it!

Here's the lowdown — and it isn't good! Being a criminal in the 34th century is no better than any other time. There are good days and bad days. Good days mean getting away with a planetful of plunder. A bad day means getting caught. Which is just what's happened.

But even that's not SO bad! You've got a chance for a quick parole. All you have to do is zip down to a good for nothing planet out in the sticks and pick up this special ore that the Federation of Mining Planets want to take a look at.

What's the catch? Well, seems that the place is radioactive, overgrown with mutated jungle creatures, and is definitely not the vacation spot of the Galaxy.

Plus there's one other slight catch to the whole affair. Four other slobs have been offered the same chance for parole. The first to get the ore and blast off wins freedom. Everybody else gets to stay!

RULES

Place your figure on the corresponding picture of the character. Use a dice to take turns as you move counter-clockwise on the squares.

The object is to be the first person to recover the ore and blast off in the spaceship. To do this you must:

- First land ON the shielded box square.
- Then land ON the ORE square (if no box, then no ORE).
- Finally land ON the spaceship.

If you should land on a square occupied by another character, you can force him/her to:

- Take the next turn going backwards.
- Exchange places with anyone else on the board.

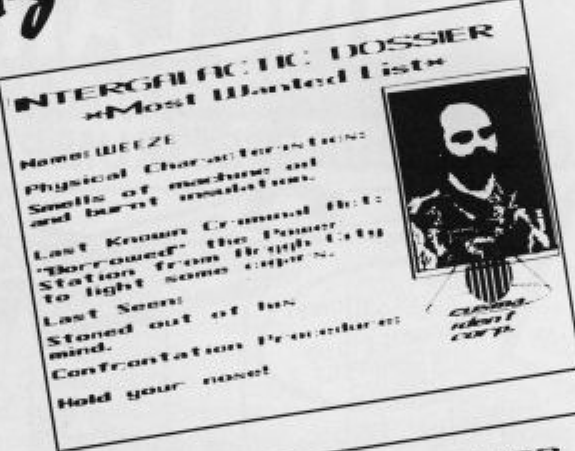
A Safety Zone protects whoever is on it from any harm. No one can do ANYTHING to a person while he/she is on a Safety Zone.

YOUR FREE FIGURES!

Just a few words about the figures which come FREE with this issue of C+VG. There are FIVE figures to complete the Planet Doom set. You get two different figures with each issue. Why not swap them with your friends to get the exact team YOU want?

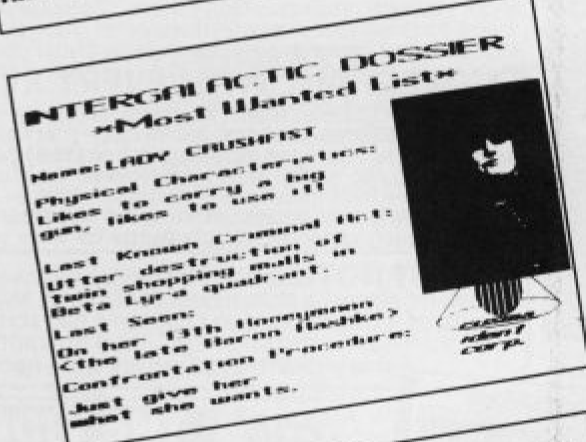
If you want to play the game with more than two people you can always use coloured counters or simply cut out the dossiers to opposite and use them to represent your character.

Please write and tell us what you think about this board game idea. Would you like to see more games like this? How about getting more figures to play with? We're waiting for your letters and phone calls . . .












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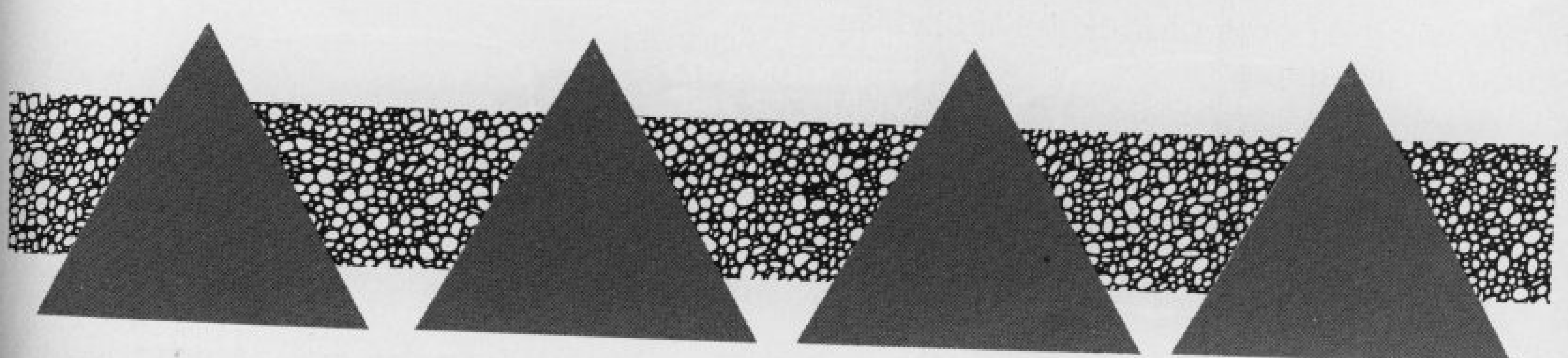
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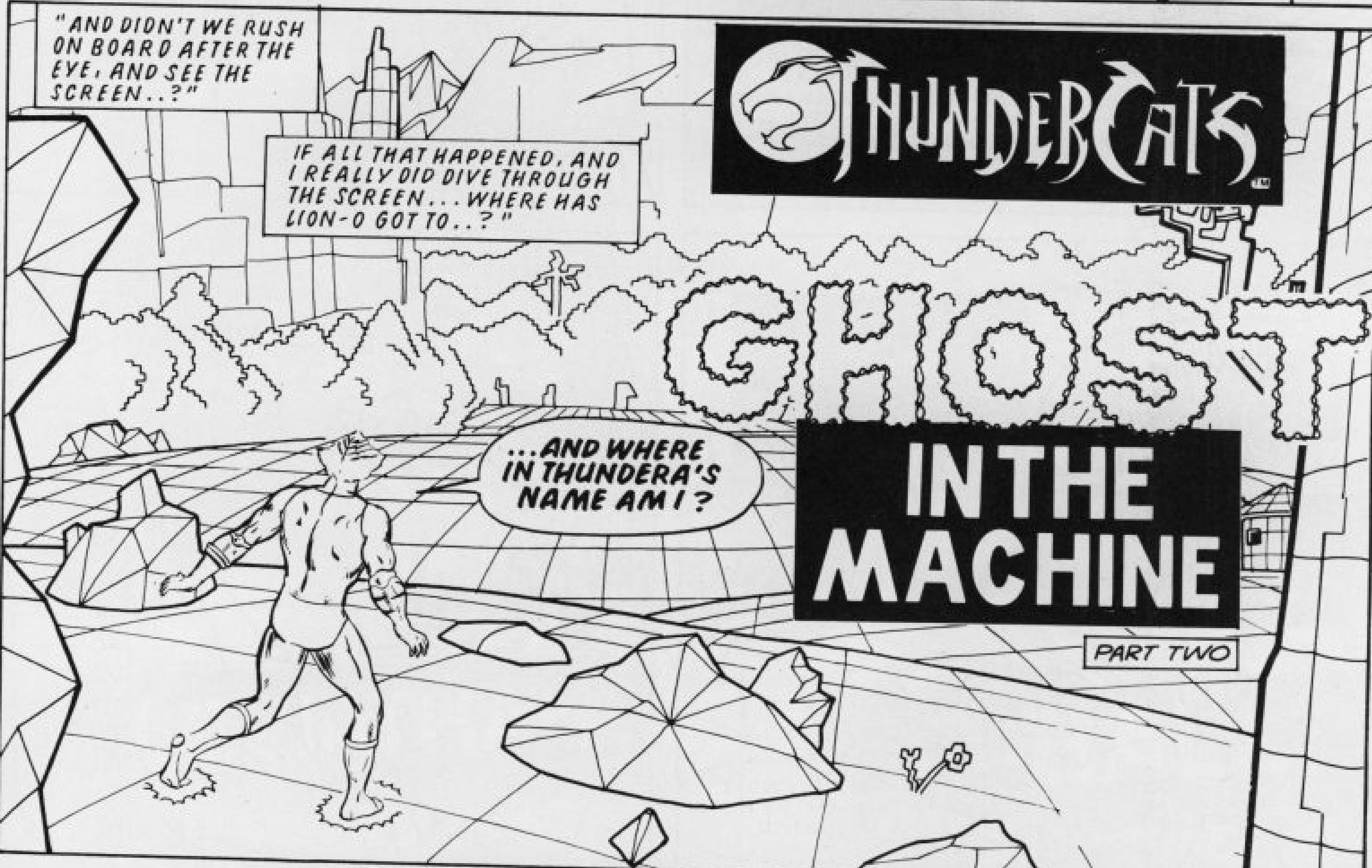
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"A SCREEN THAT SEEMED TO HAVE SWALLOWED LION-O JUST SECONDS EARLIER..?


"THE OLD SPACE-SHIP WE FOUND IN THE FOREST WAS REAL, WASN'T IT? AND HADN'T THERE BEEN SOME WEIRD ENERGY FIELD..?
"...WHICH PLUCKED THE EYE OF THUNDERA FROM LION-O'S SWORD...


"AND DIDN'T WE RUSH ON BOARD AFTER THE EYE, AND SEE THE SCREEN..?"
THUNDERCATS
IF ALL THAT HAPPENED, AND I REALLY DID DIVE THROUGH THE SCREEN... WHERE HAS LION-O GOT TO..?"
GHOST IN THE MACHINE
...AND WHERE IN THUNDERA'S NAME AM I?
PART TWO


IT'S A GOOD QUESTION, TYGRA — BUT I HAVEN'T HAD TIME TO COME UP WITH ANY ANSWERS YET!
LION-O! YOU'RE SAFE!


YES — BUT IS THE EYE..? LOOK! THE THUNDERCAT SYMBOL WARNS OF DANGER...
EVEN IF WE DON'T KNOW WHERE WE ARE, WE AT LEAST KNOW WHERE WE'RE HEADED! COME ON..!


AS THEY RACE ACROSS THE STRANGE LANDSCAPE...
IT'S ALMOST LIKE A... VID-SCREEN WORLD. IT RESEMBLES THIRD EARTH...ONLY IT'S AN ELECTRONIC VERSION OF IT...
LOOK — THE LAIR OF THE CATS!
THE EXCITEMENT'S MAKING YOU TONGUE-TIED, LION-O...THE CAT'S LAIR, YES.
BUT LOOK CLOSER...SEE THE DIFFERENCES? IT ISN'T A PERFECT COPY!
UH-OH! A ROCKMAN! AND I GET THE FEELING HE ISN'T FROM A WELCOMING COMMITTEE!
I'LL HANDLE THIS, TYGRA... WATCH...
...I'VE HAD TO USE THE OMEN'S SWORD ALREADY BEFORE YOU ARRIVED HERE...
OMEN'S SWORD..? LION-O'S SO WORKED UP HE KEEPS MIXING HIS WORDS...
SWISH!
NOTHING'S WRONG WITH HIS ACTIONS, THOUGH. I'D SAY HE'S...
THUNK-KRISHSH!
...GOT HIM!
LOOK, TYGRA. HE'S SHATTERED—LIKE HE WAS MADE OF GLASS...!

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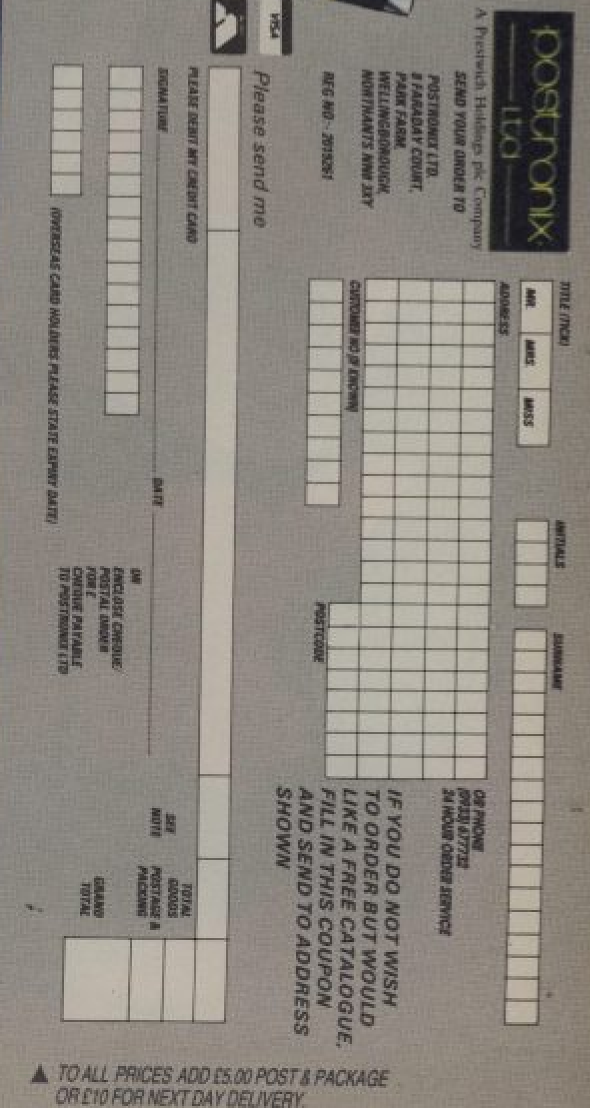
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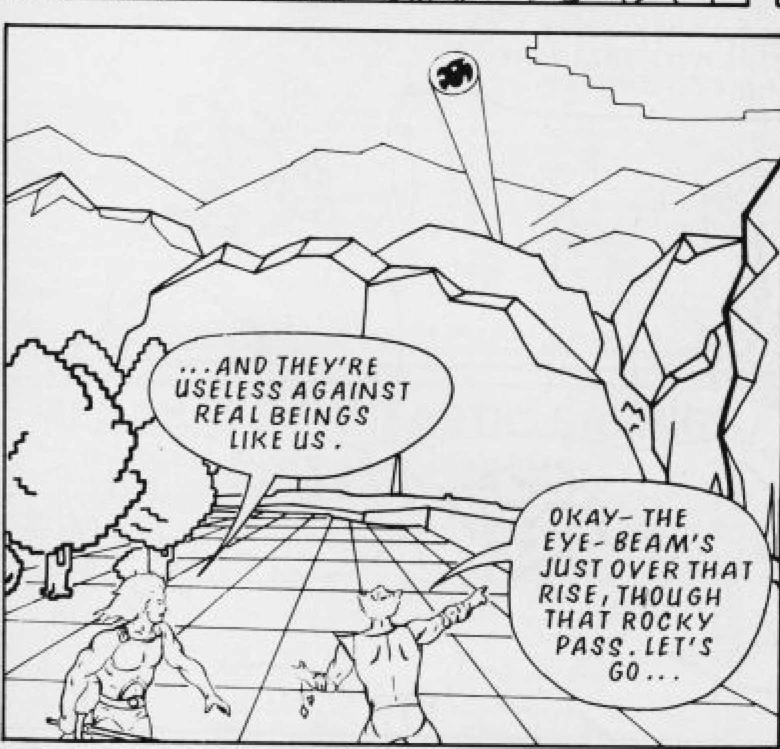
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MAKE THAT BRITTLEMAN!
THRATTISSH!
THEY'RE JUST LIKE THIS ELECTRONIC LANDSCAPE — JUST COPIES OF THIRD EARTH CREATURES...


...AND THEY'RE USELESS AGAINST REAL BEINGS LIKE US.
OKAY- THE EYE-BEAM'S JUST OVER THAT RISE, THOUGH THAT ROCKY PASS. LET'S GO...


AND...
NEARLY THROUGH... HELLO — ANOTHER ROCKMAN ON OUR TAIL. I WON'T BOTHER LION-O — IT'S TIME I SHATTERED A FEW ILLUSIONS!


KRAK!
ONE GOOD CLEAN PUNCH SHOULD—OWW! MY HAND!


TH-THIS ROCKMAN'S REAL! AND SO IS HIS AXE..!


TIME I WASN'T HERE JUST HOPE MY CAMOUFLAGE SKILLS ARE STILL EFFECTIVE IN THIS ENVIRONMENT!
HUH!? WHERE'D HE GO..?
IT WORKED – BLENDING IN TO THE BACKGROUND HAS MADE ME INVISIBLE. I'LL STAY THAT WAY UNTIL I'M WELL CLEAR...
GUESS HE CAME HERE THE SAME WAY WE DID. BUT... IF THERE ARE FAKE AND REAL ROCKMEN...
...THEN IT MIGHT BE POSSIBLE FOR...
OH NO!
TYGRA! HOW COME YOU'RE WITH THIS COPY OF ME?... UNLESS...
...UNLESS YOU'RE A COPY TOO!
YEAH, WAIT A SECOND... I KNOW I'M THE REAL LION-O, BUT MAYBE I'VE HAD A FAKE TYGRA ALONGSIDE ME ALL THE WAY..!
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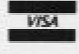
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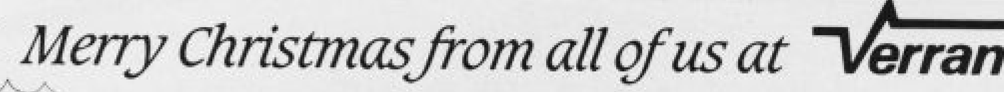
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Welcome to the part of C+VG where we get to the art of the matter. Your screen gems revealed in all their glory for all to admire. And remember the top pics we print get a stupendous prize from **Rainbird Software** in the shape of their **Advanced Art Studio!** This ish we kick off with ST Art from **P. Morley** of High Wycombe, who sent us the stunning skull (1) and the B-a-a-d looking troll (2). He's the winner of our ST prize this month. More ST art from **Mike Watson** of Forres, Scotland who produced the nice picture of his new car (3) and a Stifflip loading screen (4). On to the 64 with this pin-up of *Miami Vice* favourites Sonny and Tubbs from **Rob Jackson** of Sudbury in Suffolk — our Commodore Art Studio winner (5). Overseas readers flood C+VG's offices with neat pics — and **Klaus Adamovsky** from Germany is one winner **Francis Lee's** passion going by these screens he sent us, a moody Jimmy Dean, (7), and a classy Diva poster (8). Finally more 64 pics from the mean team by **Mad and Josh** from Christchurch, Dorset. They sent us a whole bunch of neat pics but despite threats we picked the Dream Machine (9). If you are a master of the computer arts then send your masterpieces to **Frame Up**, *Computer and Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We're waiting for them!







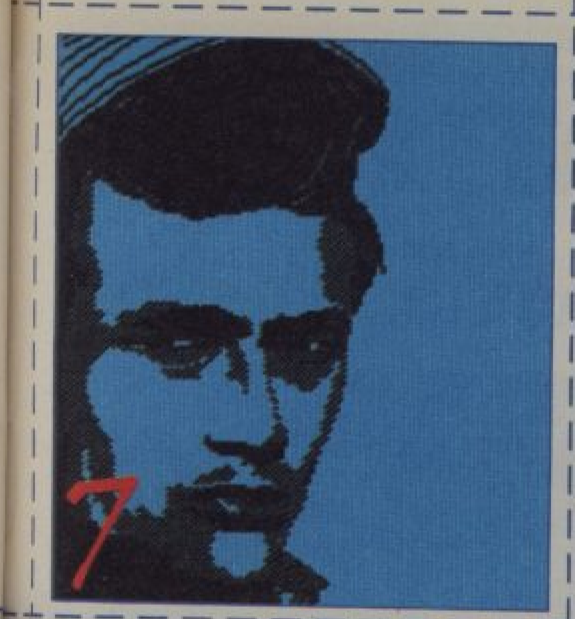




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The Big Screen

There are thrills-a-plenty as Ward R. Street hunts for his film of the month — and finally finds it in heaven!

Beware! Ward's weather forecast is for pelting rain and icy winds this month. Better shelter in a nice warm cinema then, with a thriller to startle you out of hibernation.

Remember all those heist movies that were so popular in the seventies, where some big star would plan a bank raid in minute detail and almost get away with it? You do! Boring weren't they?

BELLMAN AND TRUE is a heist movie too — but you won't fall asleep on this job! There's no raid on Fort Knox, just a bank outside Heathrow Airport. There are no big American names but Bernard (Yosser) Hill proves yet again what a brilliant actor he is. And superheroics and unlikely stunts are replaced with computers and electronic trickery for this is crime as business — crime for the eighties!

Hiller arrives at Paddington station with his young son, and from the moment he steps off the train he's a marked man. A systems operator for a bank, he promised a criminal syndicate details of a security system but failed to deliver. To force him to complete the job, they take the boy hostage. Slowly he's drawn into their plot, and when he becomes invaluable he's forced to accompany them on the raid.

So this ordinary, honest man is drawn deeper into a world which he hates, but from which he can't escape. Everyday scenery, from London to the Suffolk coast, becomes hostile as the story unfolds. And as the promise of wealth tempts him, Hiller tries to remain close to his son.

Bellman and True will hold you hostage because it's not just about an ingenious robbery, it's about people — people you really care for. It cranks up the tension until it's almost unbearable. It'll be appearing on TV eventually, but it'd be a crime to miss this great British thriller in the cinema.

Corruption of a different sort rears its ugly head in HOUSE OF GAMES (15), a low-budget American movie set in Seattle — which appears to be the Stateside equivalent of Manchester, if the weather is anything to go by!

Margaret Ford is a successful psychotherapist who's just published a best-selling book, but is still worried that she's not really experiencing life, and that for all the listening, she's unable to do anything positive to help her patients.

When one of them, a compulsive gambler, claims that a local gangster is going to kill him because of a debt, she goes to 211 Beaumont Street, the 'House of Games', to talk to the hood. But instead of the poker players and petty criminals she expects, she finds herself drawn into the elaborate world of confidence tricksters.

From this point the film is like an onion, and every time she thinks she's reached the truth there's another skin to be peeled away, more lies to be uncovered. By the time Margaret discovers the truth it is too late, and she's been drawn into the dark heart of the confidence ring.

If BELLMAN revives the heist movie, HOUSE OF GAMES takes a fresh, less sentimental look at the territory worked by The Sting. It's an intelligent movie with several small faults, but the revelation of trick after trick is spellbinding, like watching a master conjuror at work.

But that's not all. The thriller's a mighty versatile form, and the third variation on the theme is a guaranteed Best Seller.

In 1972 LA COP, Dennis Meechum survives a raid by masked intruders which leaves two of his colleagues dead. Fifteen years later he's become a best-selling writer of police procedural novels, though he remains on the force.

Then, into his life comes Cleve, a weirdo's weirdo who claims to have been an assassin for a top businessman. He wants Meechum to write his story, uncover the criminality in the big corporations . . . and portray him in a sympathetic light while he does so!

Meechum takes a little convincing at first. After all, Cleve appears to be totally whacked out. But slowly events piece together and an uneasy trust grows between the two men, until a sudden revelation reveals a link between the present and that fatal raid.

The film is held together by the two central performances of big Brian Dennehy as the cop and James Woods, neurotically superb as the creepy killer. They play psychological games, circling like suspicious dogs, sniffing at each other. And what is the truth? You'll have to stay to the last page to find out!

After this terrific trio, SLAM DANCE (15) waltzes in and drops with a dull thud. There are so many twists and turns to its plot that it ends up tied in knots and chokes itself.

Tom Hulce is C. C. Drood, an avant-garde cartoonist whose carefree lifestyle is ripped apart like one of his drawings when a casual liaison with a mysterious blonde catches up on him. With the police on one side and violent criminals on the other he has every reason to feel paranoid — everyone in LA appears to be out to get him.

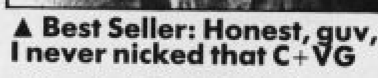
Unfortunately director Wayne Wang has opted for style over content, but instead of adding to the sense of confusion it merely serves to cut-off any real interest in the labyrinthine conspiracy on screen. Still, three out of

▼ Bellman and True: Lesson three in how to make a Spectrum





▲ House of Games: Okay, hand over my copy of Barbarian



▲ Best Seller: Honest, guv, I never nicked that C+VG

▼ Slam Dance: Tom Hulce is quick on the draw

four ain't bad, and any one of them could have been my film of the month, but for . . .

Just before my deadline, I saw a movie which is a fantasy (aww), a love story (aww-www) and unlike anything I've ever seen before! In fact it's so fresh and imaginative it's hard to believe that it wasn't actually MADE IN HEAVEN (PG).

▼ Made in Heaven: "What's a girl like you doing in a mag like this?"

In the 1940s Mike Shea (Timothy Hutton), young and unemployed, decides to look for a new life in California. But only a hundred miles from his home he rescues a family from a wrecked car . . . and loses his own life. Suddenly he is standing naked in a palatial room as his dead aunt comes to greet him. This is the afterlife.

Heaven is a place where anything can come true — and that includes falling in love, which Mike promptly does with Annie (Kelly McGillis), a beautiful soul who has never been sent to earth. Everything is — well, heavenly — until the time comes for her to depart to be born.

Luckily for Mike it's possible to be reincarnated, and he manages to persuade Emmett, God's manager, to let him be reborn. But he only has until his thirtieth birthday to find Annie — and she could be anywhere in America!

Okay, so it all sounds pretty soppy, but don't give up, because director Alan Rudolph is clever enough to give the whole confection a rich centre, to balance out the airiness of its icing. the result is exquisite — witty, funny and clever.

But most of all it's daringly imaginative in the way it tackles what's been called the last great taboo — death! Mike's reaction soon turns from dismay to delight as he realises that here is a place where all his long-dead friends are still alive, and (like the Land of Oz) where dreams really do come true. If heaven does exist, I sure hope it's like this!

Next month there'll be a festive mix of blood, guts and adventure, but for now I have no hesitation in recommending this brilliant, mind-expanding, tender and funny — yes, truly divine — movie!

Of course there are still plenty of gore-hounds out there, so for you there's CREEPSHOW 2, sequel to the collection of Stephen King stories from a couple of years back. This new compilation has got a harder edge, though, and earned itself an 18 certificate.

▼ Creepshow 2: Well, don't you enjoy biting your toenails?



▼ Surrender: No Michael, I won't let you make more than two films a day



▲ Bliss: You'd look furtive if you read Games Machine

The three tales are no great shakes, but they do have a ghoulish glee as they tell of a wooden Indian which comes to life, an unspeakable thing in a lake and a hitch-hiker who just won't take no as an answer.

Actually, the 18 seems unfair considering that it's all played for fun, and there are enough rough edges to keep any hint of nightmarish realism at bay. But I actually preferred this to the original. Creep in if you want some lightweight laughs in the jugular vein!

This month's other comedy offering is produced by Aaron Spelling of Dynasty fame, written and directed by Jerry Belson, a veteran of US sitcoms, and features Sally Field, who started her career as TV teenager Gidget. With credits like that your reaction may well be to SURRENDER!

SURRENDER's a smart-ass comedy about love, money and divorce in LA. It also stars Michael Caine, looking somewhat out of place as a much-divorced best-selling author who breaks his vow of celibacy when he meets Miss Field, but decides to keep his riches a secret to test her.

The pace is roller-coaster hectic and it's all silly stuff, packed with one-liners, a few of which are very funny, the others raising a smile or just falling flat. Whether you surrender to its outlandish plot will depend on your tolerance to American television comedy.

At the other extreme there's BLISS (18), a very odd Australian allegory about a happily middle-class man who dies for four minutes after a heart attack, then discovers that life can never be the same again.

He finds out the truth about his company's involvement with dangerous products, his wife's infidelity and the rest of his rotten world — all of which makes him suspect that hell is, in fact, on earth.

This is truly weird, unlike any of Hollywood's attempts at wackiness. But it rambles too much for its own good, and individual parts tend to be better than the whole. But if you're out of an adventurous nature give it a go — at times it's blissfully bizarre.

At the other extreme you could spend A MONTH IN THE COUNTRY (PG), one of those nostalgic tales, bathed in the golden glow of the years following the First World War, which the British do so well.

It's not all pretty pictures though. Two ex-soldiers are brought together in a small Yorkshire village to excavate for an ancient burial site and uncover a medieval mural. But during the long, hot summer the scars left by the Great War are re-opened. It's a small-scale picture, but it's none the worse for that.

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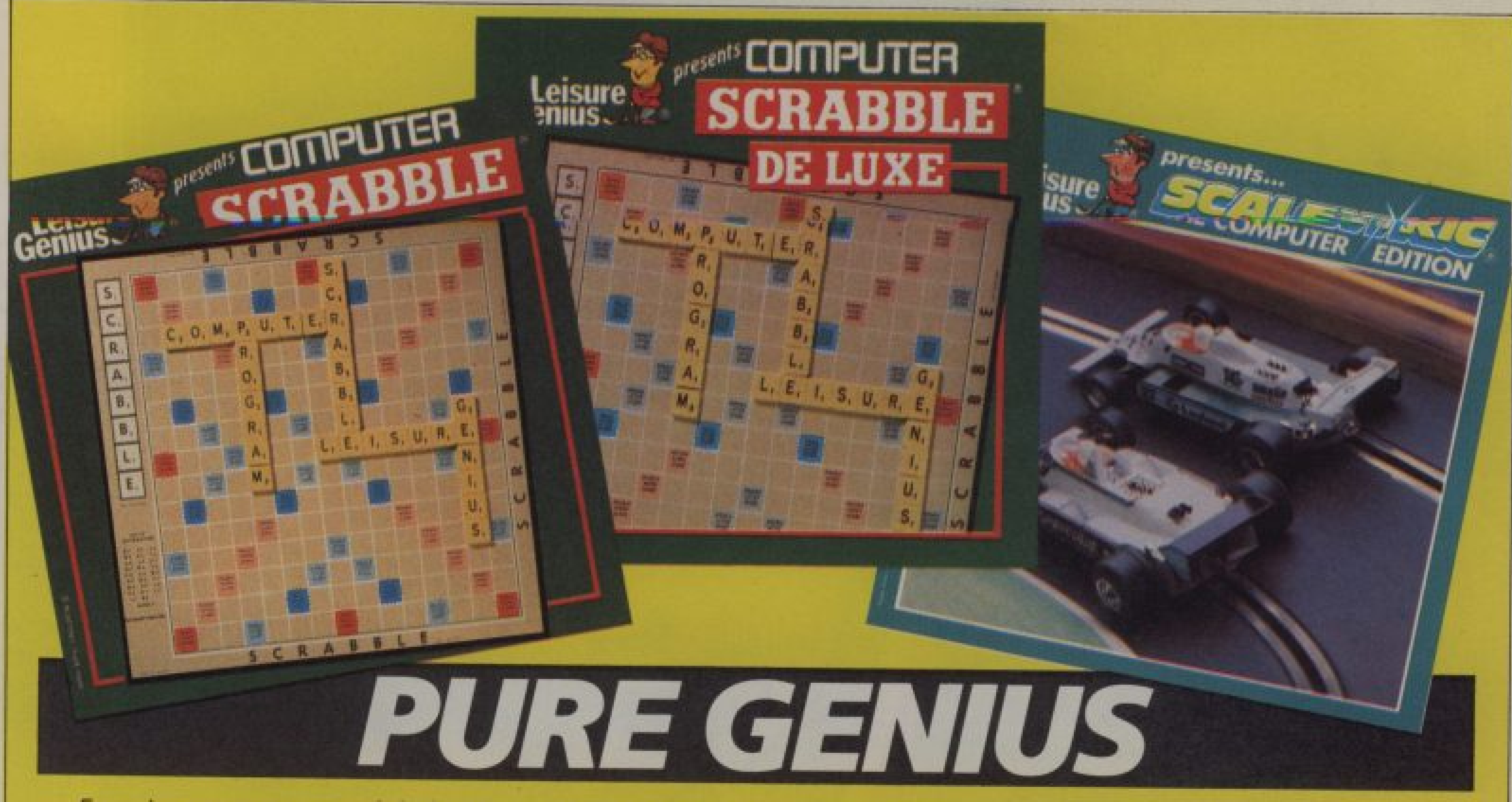
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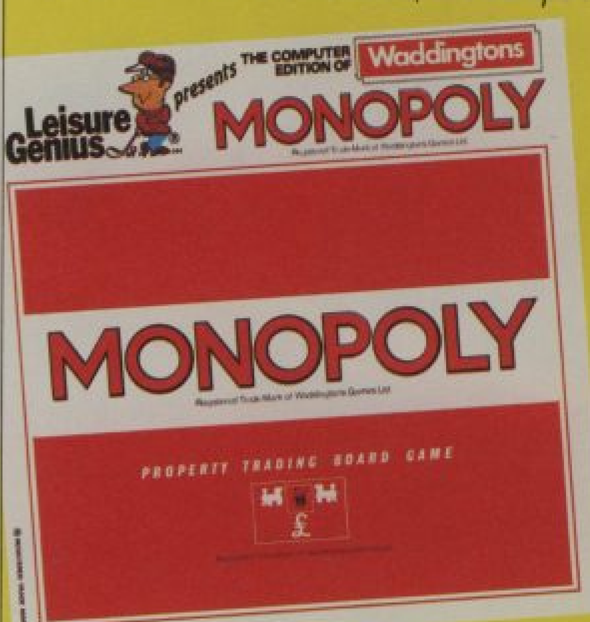
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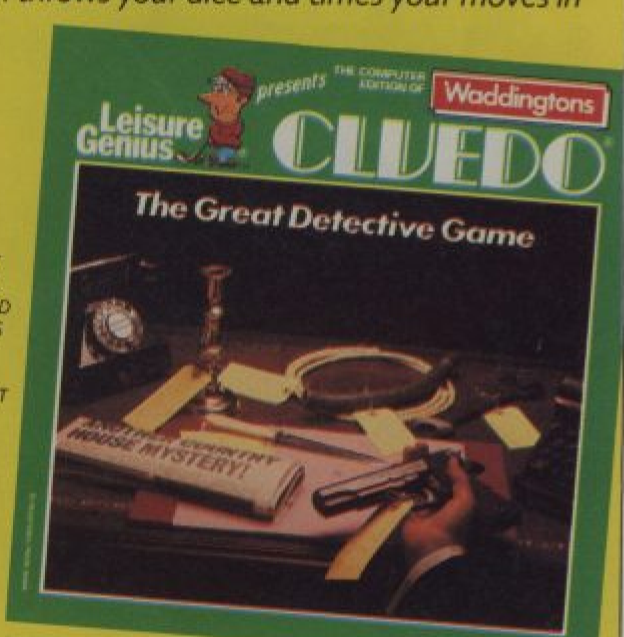
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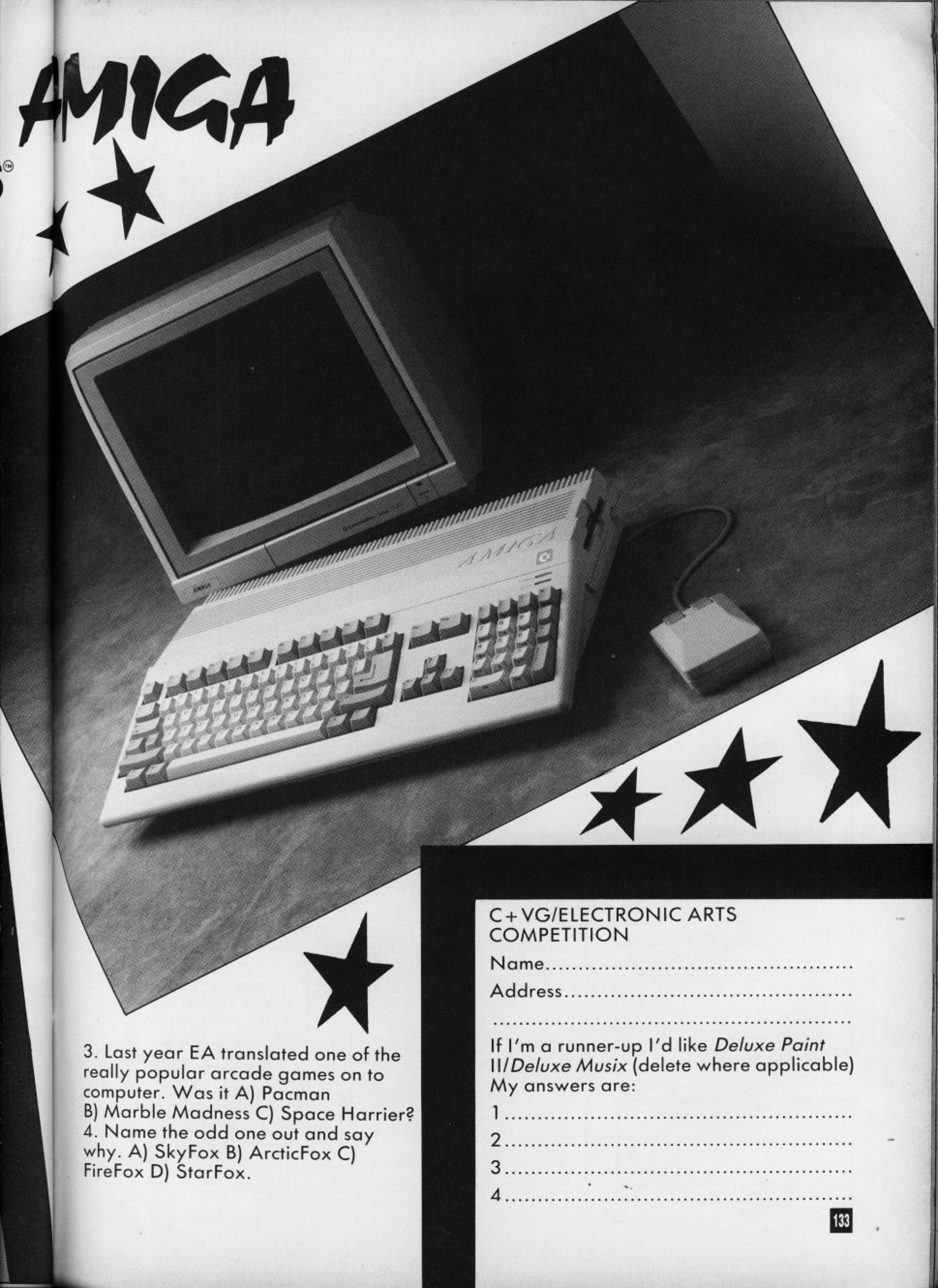
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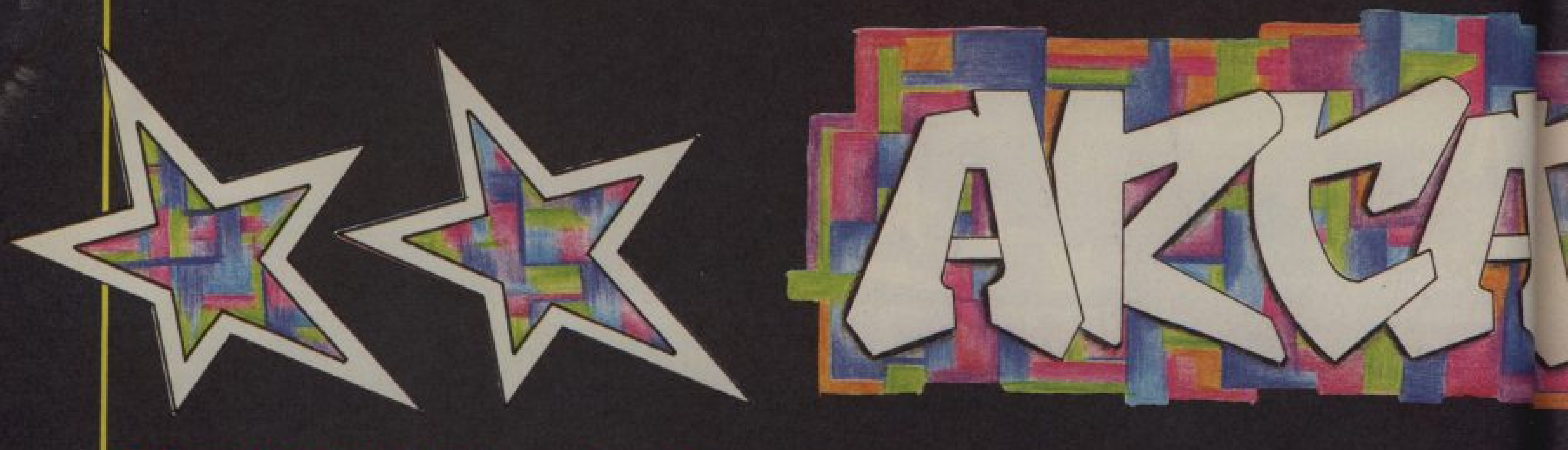
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This year's arcade show brought a whole new crop of games that will be hitting your local arcade before Christmas.
Clare Edgeley also reports on the hottest new games previewed at the Japanese arcade show held a few weeks ago.

▶ OPERATION WOLF

Sheer, unadulterated violence is the main theme in Taito's *Operation Wolf*. And much as I hate to say it, this game is extremely playable and was probably one of the best new games to be shown at the recent arcade show.

You're in the middle of a war. One man against an army. Your objective is to free some hostages and get them safety. How many times have we heard this hackneyed story line?

Your only weapon is a mean looking machine gun perched on the outside of the cabinet and a limited supply of bullets and grenades.

Starting at the Communications Depot, finger quivering on the trigger, you steady the gun for the first shot. In no time bullets are flying. Enemy snipers zip on and off the screen, some hiding in buildings, others running in at a crouch for a snipe at you. You've got to hit them all. Some run straight into the foreground of the screen, appearing right underneath your nose.

The appearance of depth on this battlefield has been extremely well done as those soldiers appearing closer to you are obviously larger than those hiding at the far end of the screen behind oil drums.

Watch out for the knives and grenades which will be chucked at you. There's not a lot you can do to dodge a bullet except gun down the enemy before he has a chance to fire. However, getting hit by a knife or catching a grenade at close quarters is not my idea of fun and if your are quick off the mark and a good shot, you should be able to hit these with a bullet, deflecting the knife and blowing up the grenade before it gets too close to do any damage.

The action's non-stop and doesn't let up for a second.

Choppers fly in and turn to bear on you with cannons blazing. These need at least ten bullets before they'll explode. Trucks and tanks are slightly easier, but again have to be hit more than once. And then there are the paras. Descending from the clouds, they reach the ground and instantly open fire.

And all the time your ammo's decreasing. Luckily, magazines are dropped, and if you can hit these you'll be awarded another 30 bullets. It's frightening how quickly one magazine can be emptied. Taking careful aim and shooting in short bursts to conserve your ammunition is the only way to get through each screen. Spraying bullets wildly will get you nowhere, though the rat-a-tat-tat of the gun is very satisfying. Extra ammunition is only found when you hit coconuts, condors, chickens, wild pigs and other innocent objects. Just don't make the mistake of hitting an civilian and then expect a bonus or a thank you!.

One piece of ammo is a mortar rocket which acts in the manner of a smart bomb. Hit the button on the nozzle of your snub nosed machine and you'll let loose one of these killers. You've only got a few but they're devastating, wiping out all the ememy, their trucks, tanks and choppers on the screen. Like the magazines, extra rockets can be picked up by shooting at them when they appear. Your other bonus is a power drink which restores five units of damage. Very helpful when you're on your last legs and can give you the necessary time to finish a screen.

A panel down the side of the screen tells you at a glance how much ammo you have left, what damage you've suffered, how many hostages have been rescued, and the numbers of the enemy still at large.

There are six scenarios in all — the Communications Depot in which you have to kill all the enemy, the Jungle where you have to extract the exact location of the concentration camps from the enemy, the Village where you can restore your strength by clearing it of the enemy, the Concentration Camp where you can free the hostages and the Airport where you and the hostages can leap tired and thankful onto a plane home.

Operation Wolf is a powerful game and one of fast action, requiring a good aim and swift reflexes.









▶ WARDNER

Platforms, ladders, moving elevators and ropes, monster bashing and gold collecting — all the ingredients are here for a riotously enjoyable arcade game.

Wardner is cute, addicitive and immensely playable. While taking a stroll in a magical forest, Wardner the evil Guardian swoops down from her castle eyrie and turns your girlfriend into a crystal ball. This is promptly spirited away by a dragon, leaving you seething with rage and determined to put all to rights. Playing a knight in shining armour means fighting your way through the magical forest, blasting baddies, avoiding traps and sneeking into the castle to do your rescue bit.

The game starts off in the forest. On the ground level are swamps in which lurk sundry nasties. Climb up the trees and there you'll find chests glinting with gold, witches, warlocks and other baddies. Use your flame thrower to hit the baddies and, jumping to the platforms, collect the gold — you'll need this later on in the level. Even this early on in the game, the going can be tricky. Shooting the witches, who are hidden behind leafy branches, can be a problem, especially as they shoot back and dodging a ball of fire while perched precariously on a branch isn't easy. You'll often have to jump and then fire to get the baddies. This saves you climbing to their height and into trouble. When the attackers are killed, golden crystals are left behind. Make sure you pick these up as they add extra fire balls to your flame thrower. On starting the game, the flame thrower only spits out one ball of fire, but as you go further into it, you'll soon be able to shoot out a barrage of fire which will sizzle your opponents.

At the end of the level, a shop comes into sight where you can use the gold you've found to buy extra weapons such as a solar sword or magical cloak. The prices all vary, and if you haven't got the money you'll be turned away empty handed.

Further levels have been brilliantly designed, and the timing element is perhaps one of the most important parts of this great little game. On top of that, the areas you have to negotiate must have been designed by a particularly tortured mind. Traps are sprung, the forest becomes deeper, more nasties appear and you'll certainly need those more powerful weapons. Magic cloaks are in short supply and are found rarely.

Birds can be used at times to carry you across difficult terrains, like flowing rivers of burning lava. However, to hitch a ride on a bird you must be in the right spot and be ready to jump for its talons at the right time. If you're really lucky, the bird will carry you through a whole screen to the shop at the far end.

Flying dragons appear at regular intervals and these have to be defeated to continue the game. Hit them a number of times and they'll eventually dissolve into a ball of flame. While doing this, however, be ready to jump or duck their fire which can be uncomfortably accurate.

There's no way *Wardner* could be termed an 'original' game as bits have been borrowed from so many others of this type, *Ghosts 'n' Goblins* and the like. Still, only the best features have been used and I'd recommend you to try this one out for yourself.





▶ TOP SPEED

Top Speed from Taito is a five stage driving game with slick and sensitive handling and a game perspective exactly like that of *Out Run*. What's more, like *Out Run* it comes packaged as a huge sit in driving machine as well as your normal upright. The upright version is great fun and I initially reviewed the game on this format. However, if you get the chance, go for the monster version which moves left, right, backwards and forwards. A whole lot of fun.

Peering over the dashboard as you crest a hill at top speed is nerve racking — it's anybody's guess as to what's over the brow of the hill.

The idea in *Top Speed* is to get through all five stages in the shortest possible time. The tracks are tortuous and wind all over the place, with many circular diversions which add extra miles and time to the course. At the end of each level, study the track for the next stage and work out the shortest route. It's the only way you'll make it in the time allowed.

The first stage is fairly straightforward, no diversions, no loops, and the track itself is a multi-lane highway. Using your Nitro-switch on the straight, you can turbo charge your car and zoom forward at a much greater speed for a short while. Use this feature sparingly though, it only works three times on every stage.

The second stage is a little more tricky. Although the track splits, the length of each section of road is the same. What you do have to worry about is the width of the track which alternates between multi-laned and single lane.

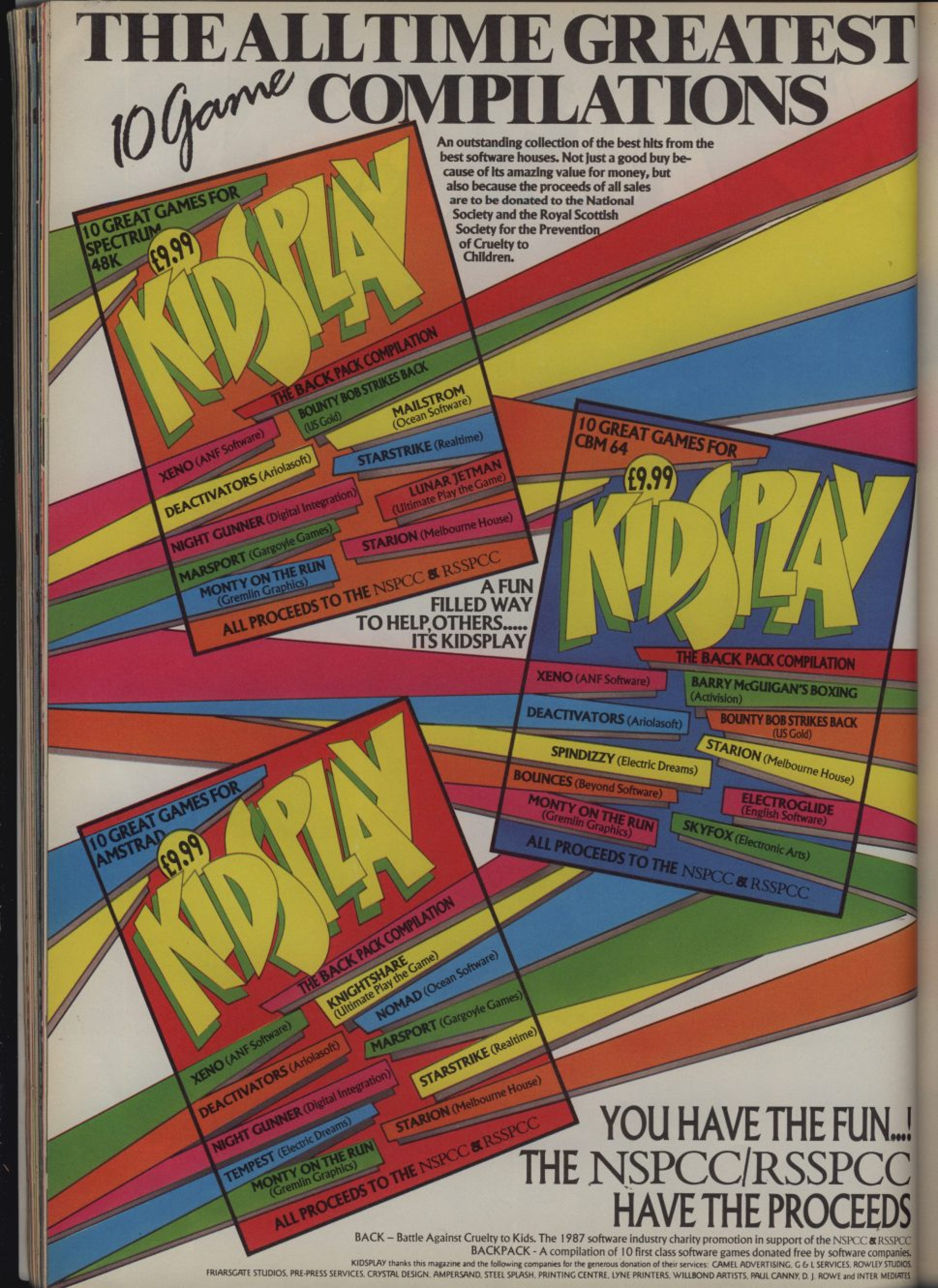
Bill-boards now line the route, and, with rocky cliffs tightly to one side of the road, there's no place to make a mistake. Normally in these games you can use the brakes to good effect, but in *Top Speed*, to stamp on the brake to slow down tends to stop you dead which doesn't help your time.





Racing games have been done to death, but manufacturers keep belting out new ones. It would be unfair to compare *Top Speed* with classics like *Wec Le Mans* and *Out Run* as these are dedicated games built and designed round sit-in cabinets. *Top Speed* is in an upright cabinet and for its kind, it must rank amongst the top as a realistic racing game with great graphics and smooth handling. It's also addictive and offers quite a challenge.




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▶ PREVIEW '88

Preview '88 was held last month and follows hot on the heels of the Japanese Coin'op Show, JAMMA. It's at about this time of every year that the show is staged to inform distributors and dealers what are going to be the new biggies in the coming year.

Sadly there wasn't a huge number of new games to be seen, and the really good ones were pretty thin on the ground. **Operation Wolf, Wardner,** and **Full Throttle** have been covered in some depth and Sega's **After Burner** is already filtering through to selected arcades.

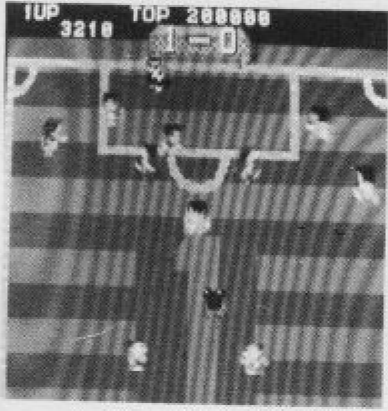


▲ *After Burner.*

In fact, After Burner's already been updated to include some new features which are a welcome addition. The most important feature which I felt was missing on the early model I played was the lack of a throttle whereby your jet's speed could be reduced slightly to negotiate some of the more tortuous screens. That has now been added and works in the same way to that of a gear stick or racing sims. Push forwards to slow down or backwards to speed up. The graphics have been turned upside down on the new version too. Now there are night scenes in which you hurtle through the skies in the pitch black and all you see in the distance are the burning jet streams of enemy fighters zooming towards you. Landing strips now appear and you can watch as tankers trundle out to refuel and ground crew patch up the damage.

A great game which comes in three models, upright, the Commander version which incorporates a seat but has only two-way cockpit rotation and the Super Delux model which features all mod-cons plus four-way cockpit motion. Enough to make you air sick but it's a hell of a ride.

Free Kick from Sega/Niha is an idea ripped off from **Arkanoid/Breakout.** Still, whatever form this game takes it's always addictive and **Free Kick** is based on football. You still control a moving base which must be used to catch and bounce the ball back up the screen. However, instead of knocking out a brick wall, you must send the football back into the football team which is weaving intricate patterns round the screen. The ball, as usual, cannons off the players, knocking some out instantly, other have to be hit more than



▲ *Free Kick.*

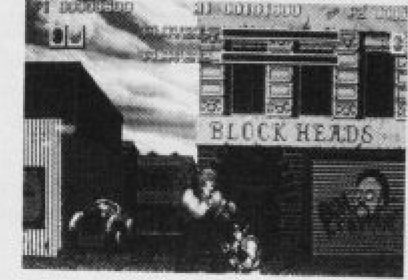
once. New screens can only be reached when you've eliminated all the players or by scoring enought goal points. If you are luckly, and skill does come into it, a goal can be scored though you have to get the ball past the goalie first. Moles appear, digging up the pitch and then quickly disappearing, though apart from deflecting the ball I couldn't work out what they were for. **Break Out** clones have been done to death, but **Free Kick** is well worth playing.

Taito's **Rainbow Islands** is **Bubble Bobble II** and is just as cute. The game is made up of seven islands and there are four scenes to clear on each island. Climb to the summit of each island by jumping from ledge to ledge and climbing rainbows. Rainbows can be made to appear and you can structure them in steps to cross large gaps. Pick fruit to increase your stamina and kill a myriad of nasties by using the rainbows as weapons. Trap a nastie in a rainbow and it won't be able to move for a short while, or spell a rainbow into the path of a monster to kill it. And you can even use the rainbow as a smart bomb to kill all the nasties creeping up from behind. Amazingly bright and colourful graphics, **Rainbow Island** looks set to be yet another hit.

Capcom's **Street Fighter** is yet another of the martial arts genre with some huge sprites. The characters are among the most realistic I've seen and the action is intense. At least it is when you've mastered the

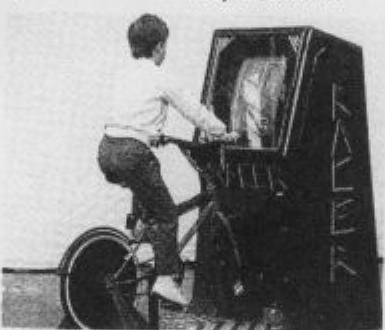


▼ *Street Fighter.*



controls. It's a one or two player game and you must smash eight mean looking opponents from Japan, USA, England, China and Thailand. Each game is won by winning the best of three rounds and the competition is intense. Puches, kicks , stoop kicks, flip kicks and backward flips are just a few of the moves to master. The cabinet comes as a standard upright with the usual joystick and button controls, or a Deluxe version which is much more fun.

Road Racer from Euromax is a bicycle simulation which you are more likely to find in



▲ *Road Racer.*

recreation and shopping centres, gyms and the like. It's an exercise bicycle with a built in bike game and seems to be creating quite a bit of interest. No longer do you have to look at a blank wall while pedalling away like mad to keep fit. Just get up on Road Racer and play the arcade game. The faster you pedal, the faster your bike will move on the screen — and it keeps an accurate account of your speed. Whizz round a track strewn with obstacles and beat the other riders to the winning post while keeping a watch for puddles, oil slicks and maniac car drivers.

Sky Wolf is a very mediocre chopper game and in many ways similar to **Choplifter**. Steer your chopper through enemy skies shooting down squadrons of attacking helicopters and jets. These don't shoot at you in early levels but if you hit one you're a gonner. Next comes parachutists which must be treated in the same way and then you're attacked by surface



▲ *Sky Wolf.*

to air rockets fired left to right and though it's resonably playable, the sprites are minute and the movement of the chopper must be about the most unrealistic I've ever seen.

Charge is a one man in a tank against the enemy' type. Guide your tank into the emeny territory, shooting down the attacking forces. Re-equip your tank with extra weapons and thread your way through a maze of tunnels and track ways.

Aaargh! and **Road Wars** are two newies from Arcadia — Mastertronic's coin-op arm and



▲ *Aaargh!*

the're both a lot more slick than **Rockford.** Whoever programmed **Aaargh!** must have played **Rampage** in which you have to raze whole cities to the ground with your fists. The same seems to be true of **Aaargh!** It is a two player game in which you play a dragon or giant. Both are pretty mean though the dragon seems to have the edge as he can snort out flames to torch attacking nasties. The graphics are pretty slick though a little cramped. In **Road Wars** you control a battle sphere making its untiring way up a never ending highway. The idea is to become King of the Road and to do that you must clear the track of killer sparks, spikes and other obstacles. To get onto new levels, certain panels at the side of the road must be blasted out.

1)	1942	Capcom
2)	Wonder Boy	Sega
3)	Arkanoid	Taito
4)	Tiger Hali	Taito
5)	Ghosts 'n' Goblins	Capcom
6)	Bubble Bobble	Taito
7)	Rygar	Techmo
8)	Choplifter	Sega
9)	Star Force	Tehkan
10)	Commando	Capcom

The Top Ten is compiled by Euromax and shows the most popular games nationwide.

Comix.



"*When titans clash* . . ." That must be the biggest cliche in the entire history of Marvel Comics. How many times has that title been used to tip off eager Marvelites that two of their favourite super-heroes are beating tar out of each other? More than I can be bothered to count. And more than once it's been used to describe a confrontation between The Incredible Hulk and The (ever-lovin' blue-eyed) Thing.

All of which is my long-winded way of saying that Greenskin and Rockhead are at it again. This is a titanic clash with a difference or two, however.

This time around, it takes place in the rarefied (not to mention expensive) surroundings of a Marvel Graphic Novel – a large-format, high-quality – printing square-bound book of the same kind as the Moebius albums I raved about last month.

Another unusual aspect is that this particular "battle royal" is scripted by Jim Starlin, doing his first Marvel super-hero story for quite a while. Starlin, better known as an artist, was responsible for the very first Marvel Graphic Novel, "The Death of Captain Marvel", which he wrote and drew as a fond farewell to the hero whose adventures he'd chronicled for some years, on and off. In this latest work, however – perhaps because he's already drawn one or two Hulk/Thing confrontations – Starlin has provided only the script, leaving the artwork to his occasional collaborator of the mid-1970s, Berni Wrightson.

Wrightson, of course, is best known for being the co-creator, with Len Wein, of the Swamp Thing (Drat! And I thought I could keep Alan Moore out of the column this month . . .). He was one of the first fan-acclaimed superstars of comics in the late 60s/early 70s, and one of the first to depart from comics for the more lucrative pastures of limited-edition prints, portfolios and book illustrations. Probably his finest work during this period is his magnificent illustration edition of "Frankenstein" – which, incidentally, has recently been remaindered by Marvel in the States, and may be available at your local comic ship for as little as $3.95.

During this time, Wrightson shared a studio (imaginatively known as "The Studio") with fellow ex-comic-artists Jeff Jones, Mike Kaluta and Barry Smith. Wrightson, though, maintained rather closer links with the comics world, contributing the occasional cover to, say, a reprint of his Swamp Thing stories. A year or so ago came his first Marvel Graphic Novel, "Hooky" – a largely unsatisfying depiction of Spider-Man up against a classic gruesome Wrightson monster in full ghastly colour.

That brings us to his latest work, the aforementioned Hulk/Thing "story" (if you can call it that). Here his portrayal of two very well known characters is much more convincing.

On the other hand, though, the idea of yet another typical meaningless Marvel slugfest must have seemed as big a turn-off to Starlin and Wrightson as it did to me – because they've pulled out all the stops to find a new approach to a tired old idea. In fact, they've chosen to play it mainly for laughs, and in so doing have come up with unusual and satisfying satire on that old Marvel standy, the all-battle issue ("when you've run out of plot ideas, spend a whole issue on a pointless fight between two heroes and call it a change of pace").

What is it about this story that transcends the cliches, then? Not the plot; that's a simple affair concerning our heroes being teleported across the galaxy to a distant planet where they must track down a kidnapped scientists. After facing a series of obstacles, they succeed and are sent back to Earth.

Fortunately, there's rather more to it than that, as we realise early in the story when the narrator informs us.

"I am the Watcher. I see all and record it for future generations. Some believe that I am only interested in tales of cosmic proportions. This is not so! I am also a keeper of small stories. Human stories.

"By the time you finish reading this time you shall realise that I even save silly and trivial stories.

"No one's perfect."

There's a lot more good stuff in here, too – such as Wrightson's ever-more-absurd hand-lettered sound effects. And one character deserves a special mention: a multi-tentacled alien who is knocked senseless by The Hulk and used as a headdress. Give that octopus his own book!



In short, quite against my original expectations, I find myself recommending this book. The full title is *"The Incredible Hulk and The Thing: The Big Change"* and it should cost you around £4.25 at your nearest comic shop.

Britain's most popular comics . . . Just in case you weren't at the UK Comic Art Convention in London in September, here's a rundown of the winners in the Eagle Awards, voted for by British comic fans:

UK CATEGORIES

- **Comic:** 2000 AD
- **Album:** D R & Quinch's Totally Awesome Guide To Life
- **Character:** Judge Dredd
- **Villain:** Torquemada
- **Supporting character:** Ukko The Dwarf
- **Most worthy of own title:** Captain Britain
- **Continued story:** Halo Jones Book Three
- **New comic:** Redfox
- **Cover:** 2000 AD no 500
- **Specialist comic publication:** Speakeasy
- **Roll of honour:** Frank Miller

US CATEGORIES

- **Comic:** Watchmen
- **Graphic novel:** Dark Knight
- **Character:** Batman
- **Group or team:** X-Men
- **Villain:** The Joker
- **Supporting character:** John Constantine
- **Most worthy of own series:** Wolverine
- **Continued story:** Dark Knight 1-4
- **New title:** Watchmen
- **Cover:** Dark Knight 1
- **Specialist comic publication:** Amazing Heroes
- **Penciller:** Frank Miller
- **Inker:** Terry Austin
- **Writer:** Alan Moore (surprise, surprise . . .)

If any of those sound unfamiliar to you, what are you waiting for? Find your nearest purveyor of fine comics and give them a try . . .

My favourite comic shop . . . is London's Forbidden Planet, at 23 Denmark Street, London WC2 (01-836 4179). If you live closer to the south coast, you'll be glad to hear that there's now a new Forbidden Planet at 29 Sydney Street, Brighton (0273-687620). I'm told they have a good stock of back issues as well as the latest imports.

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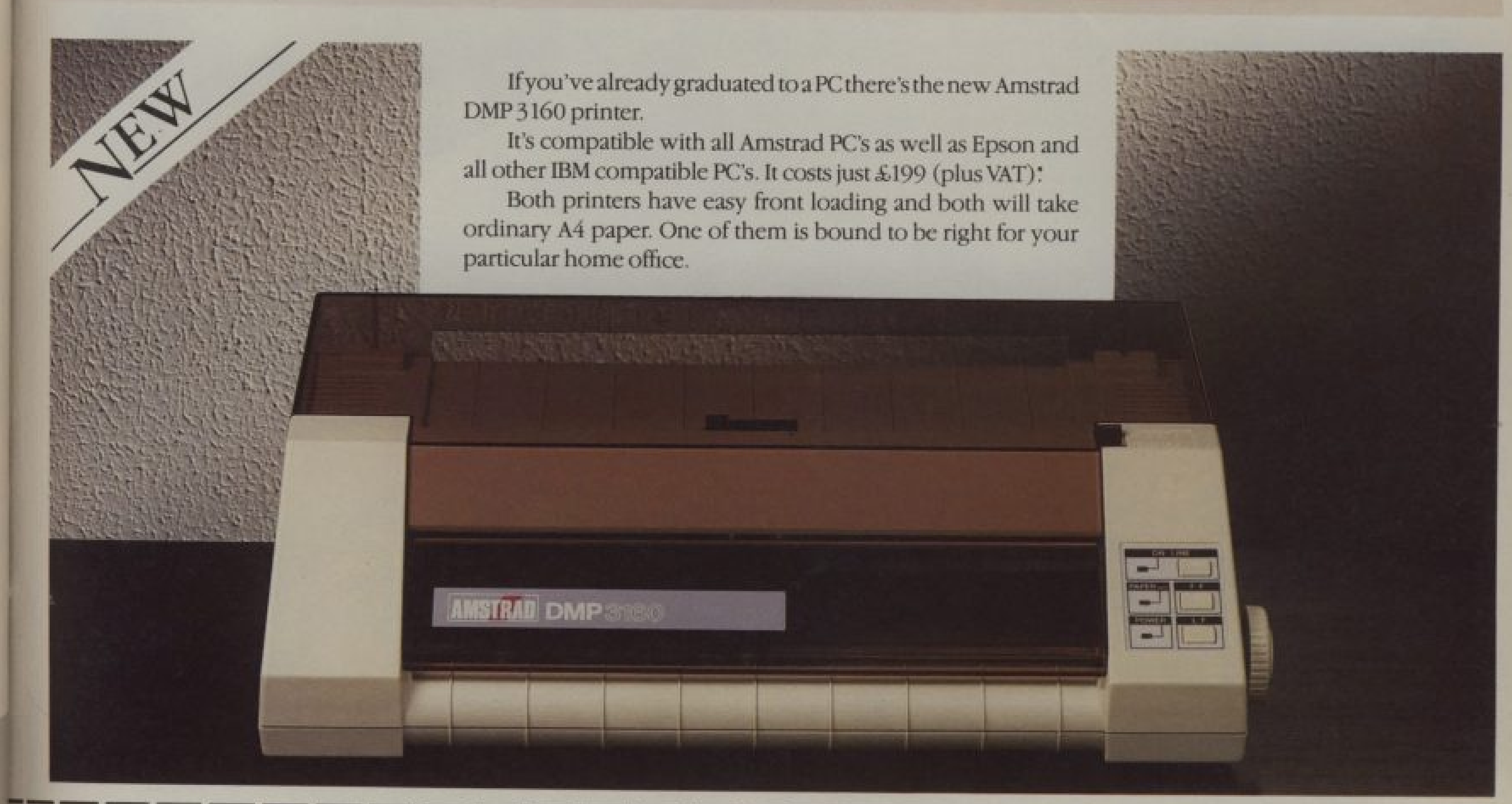
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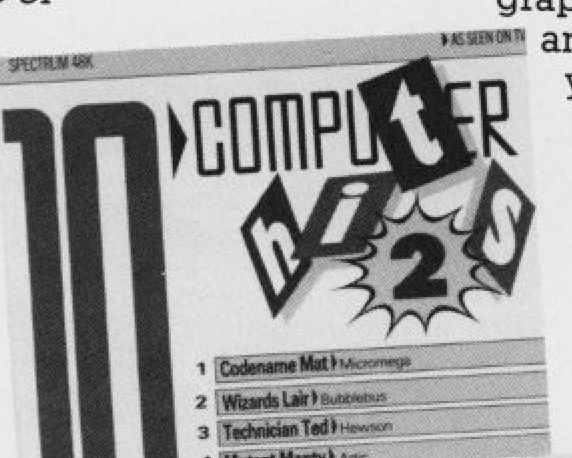
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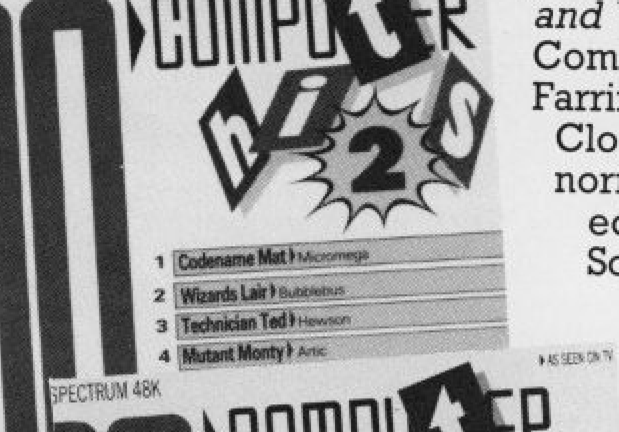
COMPUTER HITS COMPETITION

A games feast is coming YOUR way! We've got a real mega-mix of raves from the grave and up to date blasters piled up in the C+VG penthouse just waiting for YOU!

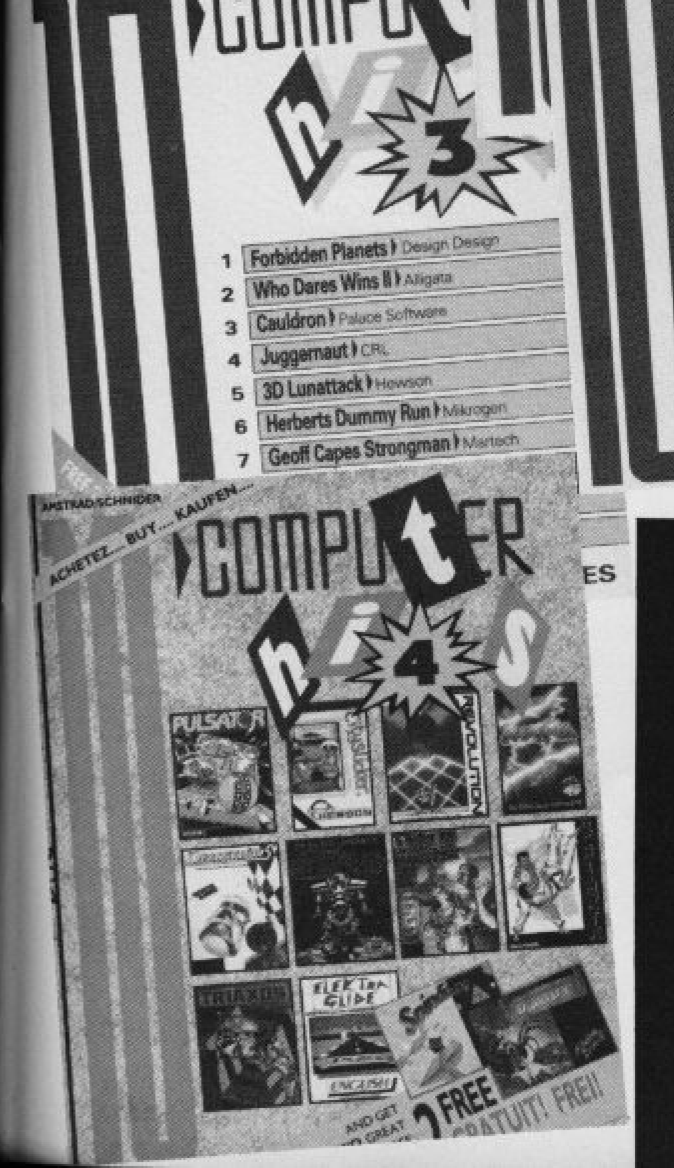
Thanks to **Beau-Jolly** we can offer **THREE** top prize winners complete sets – that's volumes one to four – of the sought after **Commodore Hits** compilations. That's a total of **42** games for the Commodore, Spectrum, Amstrad or BBC/Electron. The compilations include classics like *School Daze, Who Dares Wins, Astroclone, Wizard's Lair, Superpipeline, Bride of Frankenstein* and *Sacred Armour of Antiriad!* Plus loads more great games.

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How do you get your hands on this giant grap-bag of good games? Simple, just answer the questions below and rush your completed coupon to *Computer and Video Games,* Computer Hits Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is December 16th, normal C+VG rules apply and the editor's decision is final. So whaddaya waiting for?!

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1. Chuckie..............?
2. Give My Regards To..............?
4. Codename..............?
5. Contact Sam..............?
6. How to be a Complete..............?
7. Solomon's..............?
8. Mario..............?
9. Road..............?
10. Bubble..............?

C+VG/BEAU JOLLY COMPUTER HITS COMPETITION

Name..

Address..

....

My Answers are: 1............ 2............ 3............ 4............

5............ 6............ 7............ 8............ 9............

10...................... Computer owned (tick box) Spectrum ☐
Amstrad ☐ C64 ☐ BBC/Electron ☐

ADVENTURE ZONE

news

Welcome to the Adventure Zone! Anything can happen within the next few pages – and probably will as Keith Cambell, C+VG's master of the mystic arts, brings you news, reviews and helpful hints from the wacky world of adventuring. So please don't adjust your magazine – reality will be resumed as soon as possible . . .

The eighth and final **Infocom** title to be launched this year, will be **Border Zone, Infocom's first adventure with a spy scenario.**

It was written by Mark Blanc, co-founder and co-author of **Zork.** No longer working at Infocom, Mark wrote the game on the Infocom computer, working remotely via a modem.

Release is expected during November in the USA, and a few weeks later in Europe and the UK.

Eight releases in one year is a record for Infocom, and it is expected that a similar number of new titles will be produced in 1988. One of these will be a Sherlock Holmes adventure. It will be unlike the **Deadline/Witness /Suspect** series, having more object manipulation. Two new Infocom games are reviewed this issue.

From Darkness into Light is the working title of a new game being written by **Judith Childs,** previously of **Delta 4.** Playing the part of a woman, your task is to return a chalice stolen from the local church. Written on the **Quill,** and to be published by **CRL** around November, the game will be available for C64, Spectrum, and Amstrad.

Following the success of **Rod Pike's Dracula** and **Frankenstein** adventures, CRL has three more tales of horror in the pipeline. Rod is working on **Wolf Man,** and **Jack the Ripper** is on the way for **St. Brides.** An adventure based on **Jekyll and Hyde** is also planned.

Two new non-Kerovnian adventures from **Magnetic Scrolls** will follow **Jinxter.**

Assasin is the working title of the next Scrolls release via **Rainbird.** Due early next year, it is set in present day London. Meanwhile, **Anita Sinclair's** own "special" adventure, **Upon Westminster Bridge,** has been postponed until late 1988.

Colleagues in the States commonly have underground tunnels linking the buildings on campus. They are built for use in the very cold weather often experienced in America. Those in **Lurking Horror** are a close copy of the tunnels at the Massachusets Institute of Technology, says author **Dave Lebling,** who co-wrote the original **Zork** on a DEC at MIT, before moving on to found Infocom, and put **Zork** on micros.

"Lurking Horrors should really have been written in the Interactive Fiction Plus system," explained Lebling. He would have liked to incorporate a lot more choices for the player, such as being able to repair the floor waxer, and then being able to ride it. However, he was half way through when it became apparent that to do this would mean moving iy over on to the larger 'plus' system for 128k machines, delaying the project by some months. Count yourselves lucky, 64 owners!

A letter from **Kostas Pollizos** of Athens, won him C+VG's monthly award of a free subscription to the **Adventurer's Club.** Cured of buying cheap pirated software after discovering that he couldn't play **Portal** because the pirate had omitted a complete data file from the illicit copy, Kostas decided the only way to get Adventure games, not easily available in Greece, was by mail order from the UK.

Kostas is a lone adventurer, for all his friends play arcade games. "Write to me if you can, so I do not feel so lonely when I am playing an adventure!" wrote Kostas.

To help him with his mail-ordering, Kostas will now get the benefit of discount software through ACL, and a bi-monthly dosier.

You too can win an ACL subscription! Write an interesting letter to me at the Adventure Helpline, and you're in with a chance! But no begging letters, please! Only letters not mentioning that the writer would like the award, will be considered eligible!

Pete Moreland and **John Jones-Steel** are discussing plans for a 16-bit version of the classic text adventure **Mordon's Quest.** Details are not yet finalsed, but is likely that Atari **Mordon** will have graphics.

Sutton public library is to be the venue of an **Adventure Convention,** on Saturday 28th November. Seminars on Multi-user adventures, adventure games, will form the background to an all-day workshop featuring on-line demos of multi-user adventures, with other games running on a variety of micros.

Organised by **Clubspot,** the Prestel arm of the Association of London Computer Clubs, together with Sutton Library Computer Club, the event commences at 9.30 am and admission costs £2.50 on the door. Sutton library is situated in St. Nicholas Way.

There w[...]ething not quite right about this particular visitor to our live Helpline at the PCW Show. Smiling and chatty, but starting to get up my nose. Don't you come here and pick my brains, and then start getting nasty, "I thought. And then he did it. His smile turning to an ugly sneer, his lips curled, and he slowly reached for the zipper of his jacket. "I shall undo it now!" he announced, mockingly. Of course I knew in that last split second what horror would be revealed – THAT t-shirt.

I fled in terror, lest I became the object of his disgustingly evig gropings. And he calmly walked onto the stand, donned his paper bag, and took over the Helpline if you please!

That was my first and last sighting of the Fiend, when I plucked up courage enough to return, he had disappeared. I still don't know who he is, and so frighteningly ordinary are his features, I doubt if I would recognise him if ever I saw him again. He might even be standing behind you in the newsagents this very minute, reding this copy of C+VG over your shoulder!

A belated 'congrats' to **Fergus McNeill** and **Anna Popkess,** of **Delta 4** and **Abstract Concepts,** who recently became engaged, and plan to marry next year. One honeymoon possibility, a cruise in the Florida area, has been ruled out, because it's murder off Miami. **(KC's been playing far too much Nord and Bert! Ed).**

ADVENTURE reviews

PASSENGERS

► **MACHINES: ATARI ST/CBM 64/128**
► **SUPPLIER: INFOGRAMES**
► **PRICE: £24.95 (Atari ST)/ £14.95 (CBM disk)**
► **REVIEWER: PAUL**

Ifyou can remember back to C+VG's August issue and the review of the first *Passengers on the Wind* game, you'll know that Keith is very hostle to the style of this adventure. Indeed, he would probably argue that it is not a true problem-solving adventure.

That's a good point. It's more like a role-playing book where at the end of a paragraph you have to make a decision. The wrong choice can send you off on the wrong track. With *Passengers* you have to decide on the correct sequence of people to talk to and making the right decision when confronted with a choice. Getting the correct sequence right is vitally important to progressing into the game.

In *Passengers I* based on Francois Bourgeon's best-selling French comic books, all the main charcters were introduced. Basically the game is set on the eve of the French Revolution.

Isa, an adventure girl who turned out to be a countess whose title had been usurped. Hoel a young sailor unjustly accused of murder who fell in love with Isa. Mary, a young English girl expecting a child who fled from her father and country. John, an English Officer and the father of Mary's unborn child. St. Quentin, the ship's surgeon and also a good friend of Isa. Boisboeuf, a captain of a slave ship, and more than 15 other eighteenth-century characters.

After many adventures in France and a tough crossing on board a slave ship, the group reach Africa. Still with me? You are forgiven if you think this sounds more like a soap opera than a game. Right from now on it's *Passenger 2*. Unfortunately, fate is against them – John goes mad; Hoel becomes ill and the two women are exposed to the designs of the evil Viaroux and Montaguere. Deciding to help Hoel, Isa goes to Dahomey's kingdom to see King Kpengla. You must decide by living this adventure in which you will learn the mysteries of voodoo when meeting



the king and upon visiting the Savannah.

Despite the fact that the operation of the game is fairly complex and, at times, confusing, I do enjoy playing it, although I'm not sure how much sense the second game makes if you haven't played the first. The graphics are truly impressive.

Before buying this game, I would advise you to try and see the game working first. The ideas behind it are, I think, new and exciting and deserve encouragement. The execution of the concept doesn't match this.

The *Passengers on the Wind* series runs, as far as I know, to about five volumes so there is the chance we will be seeing more *Passengers games* from Infogrames.

► **VOCABULARY**	**N/A**
► **ATMOSPHERE**	**8**
► **PERSONAL**	**7**
► **PACKAGE VALUE**	**7**



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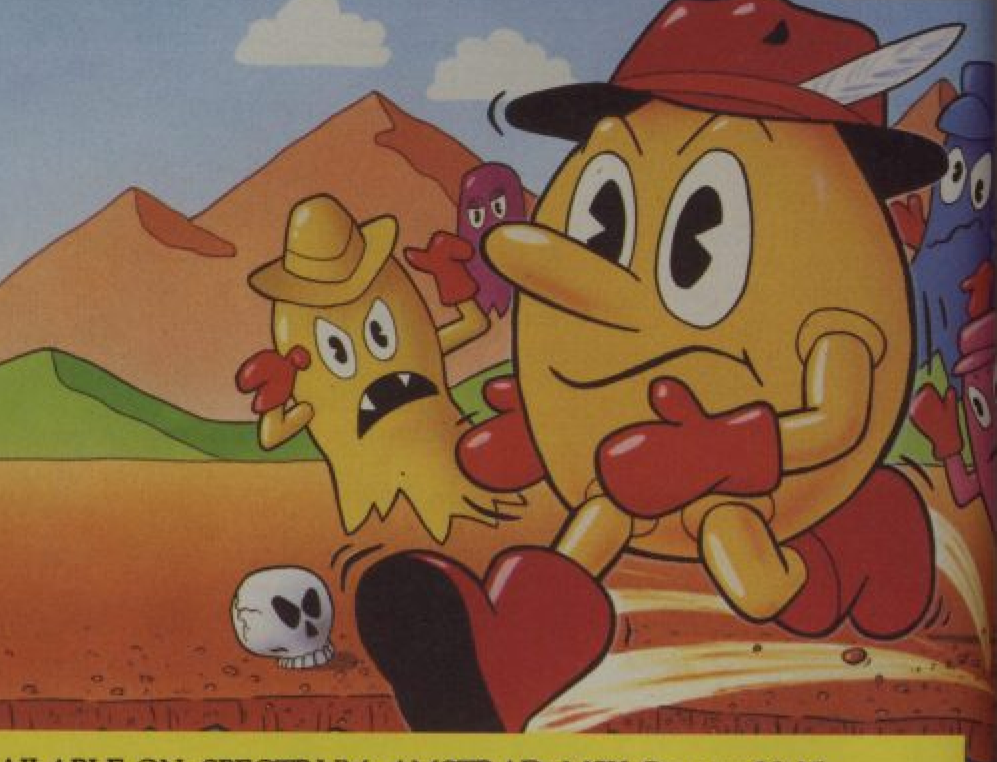
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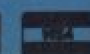
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ADVENTURE reviews

PLUNDERED HEARTS

► **MACHINES: C64/128 DISK (£24.99); ATARI ST; AMIGA; APPLE II; MACKINTOSH; IBM PC (£29.99)**
► **SUPPLIER: ACTIVISION/ INFOCOM**
► **REVIEWER: KEITH**

The schooner Lafond Deux is heading for the West Indies, supposedly taking you to visit your ailing father. But before reaching her destination, she is attacked by pirates, and Captain Davis is only too eager to hand a beautiful young lady like yourself over to them.

Narrowly escaping the clutches of the randy pirate Crulley, you are rescued by the pirate captain, the dreaded Falcon. Your father, it turns out, has commissioned The Falcon to rescue him from a dungeon in which he has been incarcerated by King Lafont. He sends you a letter begging you to trust The Falcon.

All this takes place at the beginning of the game, and there is very little else to do but to sit back and read the text, and press RETURN every now and again. But soon the player finds herself able to control her actions, and the game proper gets under way.

There is, of course, a place for easy adventures – after all, everyone has got to start somewhere.

Plundered Hearts, written by new Infocom Storyteller, Amy Briggs, is too romantic for my tastes but should suit beginners.





► **VOCABULARY**	9
► **ATMOSPHERE**	10
► **PERSONAL**	7
► **VALUE**	7

NORD & BERT

► **MACHINES: C64/128 DISK (£24.99); ATARI ST; AMIGA; APPLE II; MACKINTOSH; IBM PC (£29.99)**
► **SUPPLIER: ACTIVISION/ INFOCOM**
► **REVIEWER; KEITH**

The little town of Punster is suffering from an outbreak of a plague of verbicide. Language itself is in danger. Here are eight short stories set in Punster, for you to unravel, to break the plague. The stories mainly involve word play, but each in a different way.

In Eat Your Words, you find yourself in the Teapot Cafe. Here you must use well-known sayings within the context of the story.

The trouble is, this plot is rather linear, and if you miss out on a saying, you may not get a chance with many more.

The Shopping Bizarre story find you cast is a dessert aisle in a supermarket. So far, so good. This one involves puns. You see a man with bad breath, so you hop over to the Meets aisle, and type MINTS when you spot the mince. Thus you can cure the bad breather.

In Play Jacks, you are confronted by a contraption with many controls, and using each one in turn converts it into something else beginning with the word JACK.

For example, Jack in the box, Jack-knife, Jaccuzzi . . . and you have to use the different objects obtainable, to solve the puzzles.

Two sections in particular are great fun. In Buy the Farm, you must guess the well-known phase or saying. So when I had taught an old dog some new tricks, and he ran off and knocked over a milk churn, I was soon not crying over the result.

Shake A Tower is a story of spoonerisms, and that too proved highly playable. Easy prey was the queer old dean, and quickly spotted was a shoving leopard.

Treat *Nord and Bert* as a parlour game, play it in a group and you'll get a lot of fun out of it, even if you do speak English. It's nice to see Infocom branching out with new ideas.



► **ATMOSPHERE**	N/A
► **VOCABULARY**	6
► **PERSONAL**	7
► **VALUE**	7



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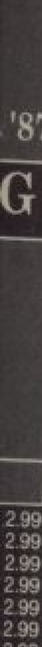
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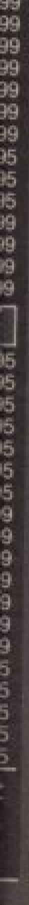
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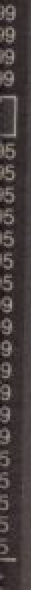
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ADVENTURE

The Fiend....

Keith Campbell's deadly adversary, The Fiend of Faringdon, traditionally makes a furtive and unobserved visit to the C+VG stand at the PCW Show. Did he turn up this year? You bet he did!

SO you wish you had been to the PCW Show? Someone wishes he hadn't! Here's a rundown of what was on offer for adventure players, from a a Fiendish point of view!

Those of you who were in the vicinity of the C+VG stand on Friday afternoon, may have been aware of a slight altercation.

Now, I ask you, what else did that nice Mr Campbell expect? After all, he did ask me to expose myself on the C+VG stand. What a thing to say to a Fiend!

KC rushed off in a panic, probably to fortify himself in the nearest bar, having suffered the ordeal of meeting The Fiend face to face. And for ten glorious minutes the Fiend found himself in sole charge of the Helpline!

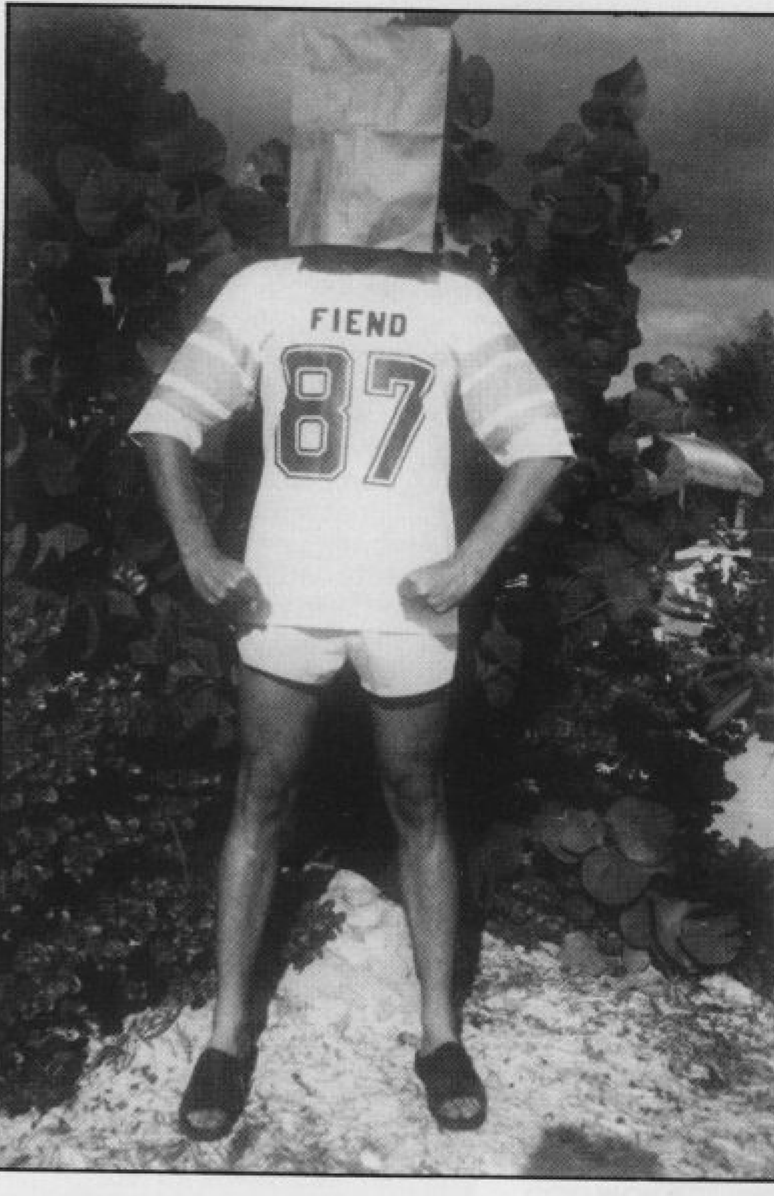
There can only be half a dozen games that have eluded the Fiend's great intellect, and blow me down if those who came to beg my aid didn't ask about those very games!

"Stuck at the river, sonny? So am I!" This was swiftly followed by a "Don't ask me," and a final "Push off!".

Oh, the joy! Not only did I get ten minutes of sheer unadulterated public nuisancing, but I managed to shatter the Helpline's reputation simultaneously! Mind you, even if I had known the answers, my replies would have been the same.

Those of you who suffered should consider yourselves deeply honoured, for after all these years the Fiend chose to make a public appearance.

The look upon KC's face as I unzipped my jacket to reveal the t-shirt, made it all seem worthwhile.



At first I thought the moisture on his brow was caused by fear, but in retrospect it was probably snow melting.

I ended up with a stiff neck from looking up, and sore feet from trying to stand on tiptoe.

So what did the Fiend make of the show? As a Spectrum-owning adventure player, I found it the most disappointing PCW ever.

Where was that lovely lady of last year who sold me no less than eight adventure games for the paltry sum of £1.50 each? Mind you, this bundle did include *Seas of Blood.* 'Nuff said.

Oh yes, it was all right for all you strutting about with your ST's and Amigas. There were parsers for you to choose from, and lots of pretty graphics, too. But such are not for the poor relation, your Spectrum owner. I could only fondle the *Leather Goddesses* wistfully, and caress *The Porn* with longing. BAH!

All was not a total loss. I enjoyed a nice chat on the Level 9 stand, and elsewhere saw *Rebel Planet* on sale for a mere £2.50. All those of you who didn't snap up this bargain, hang your heads in shame, for this is THE one game that alone has received the Fiend's stamp of approval this twelve months gone.

If you haven't played it, then do yourself a big favour, for I have seen it recently as part of a compilation, and it must be good value.

In summary, then, was the show for adventurers at all? Or was it for arcade freaks, and an excuse for those involved in adventure writing to get together in order to quaff ale? The latter, I suspect.

Had it not been for the Helpline, any pure adventurer would have been badly served.

If anything, the whole show resembled one huge games arcade, complete with sweaty, shoving bodies, flashing lights and intolerable zapping noises. Add to this the queues for the indifferent and expensive refreshments.

In desperation I was forced to take refuge in one or two of the inner sancta, those closed off little areas that the bigger stands boast.

If you have ever wondered what goes on behind the curtains the 'Invited Guests only' notices, then eat your heart out. For the Fiend has seen, and what he has seen defies words.

So I am not going to tell you.



ADVENTURE helpline

Who can help **Benedetto Dell 'Olmo**, presently languishing in Rome? He needs help with the meaning of the message from the resistance, in **Rebel Planet**. And where can he find the wire he needs to disable the fence?

Inferno is another game stumping Benedetto — he is trying to pass through the great barrier.

"How do you get through the door into the basement of the Carfax Estate?" asks **Dracula** player **Lewis McNiece**. And is there anyone in the world, he asks, who knows how to get ANYWHERE in **Twice Shy**?

Help is at hand for **Mrs Samuels** of Gillingham. To run her old Scott Adams cartridges on a Vic-20, the code needed to start the game is SYS 32592. Thanks to the many readers who wrote in with this information, including **Adrian Smith** and **Andrew Bethell** would like to know where to find the Mark of the Snake, in **Ultima 3**.

Simon Percival, of Colchester, is a bit of a do-gooder. He has this urge to dig the vicar's garden, but can't find a tool to use! He's playing **Shrewsbury Key**, and also wonders if the sneaker is a red herring?

Are you wondering where **Bard's Tale 2** has got to? It is about in the USA, according to **K. G. (Bing) Taylor**, of Dyfed. But don't start getting excited — yet! Bugs in the review copies make the game unplayable, says Bing.

Finally, a message hurled in the general direction of C+VG's Matthew Woodley, and The Fiend. "Get stuffed" says **David Picking**, of Upminster, attacking the duo who have attacked **Savage Island**!

Don't forget that you can write to the **C+VG Adventure Helpline**, for help in an adventure, or to help some other poor sufferer out, or to simply insult us! There's Paul Coppins, our long-standing adventure expert, and myself, to help you.

Write to me at the Adventure Helpline, *Computer + Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU — and we'll get back to you.

The **Adventure Helpline** was "live" at the recent PCW Show in London. Among the visitors to the stand, was **Dave Lebling**, co-founder of Infocom and author of the famous **Zork** trilogy, who popped in to find out how to solve one of the more difficult puzzles in his latest game, **The Lurking Horror**.

Just as welcome were the many readers who popped in with a problem, or just to say 'hello'. **Mike Thomas**, **Russell Mills** (thanks for the *Perrier*, Russell, it's real thirsty work at Olympia!), **John "Loony" Yeates**, **Paul Cunningham** (of *Sherlock*-solving fame), **Stephen Englhout** and **Colin Mattews**, were all adventurers I felt I knew, from letters written to the Helpline over the years.

There were so many more familiar names, that I lost track — please forgive me if you feel left out!

Two runners-up in last year's *Adventurer of the Year* competition, **Gareth Williams** and **William Hern**, called in on the Saturday morning, and so were both able to join me for an impromptu lunch.

Gareth had a long enough journey — he left Swansea at 6.30am to get to the show. But if you think that's keen, spare a thought for William, who left Aberdeen at 7pm on the previous day, aiming to return on the 8.45pm coach!

We were joined in the pub by **Mike Austin** and **John Jones-Steel**, and so Gareth and Williams were able to find out all they wanted to know but never had the chance to ask, about Level 9 adventures.

The highlight of the week, adventure-wise, was an Adventurers Night Out, when a party of 20, all connected with the world of adventure games, went out for a meal after the show.

Infocom, Leve! 9, Magnetic Scrolls, St. Brides, Abstact Concepts, Rainbird and Gilsoft, were represented. We were all delighted to be joined by visitors to the UK, Dave Lebling and his wife Janet, and Christian Martensen, adventure columnist and deputy editor of the Danish magazine, *COMputer*.

The remains of the beer kitty (yes, there was about £25 left over, so eat your heart out, Fiend!) was donated to the NSPCC on our behalf, by Anna Popkess, of Abstract Concepts.

Don't forget the C+VG Phone-In Helpline! we're about to relaunch our regular Friday afternoon problem solving sessions with the help of our trusty Atari ST, KC's computerised version of the awesome adventure database as constructed by his own fair hand. We've got extra help in the C+VG office, and once our switchboard has been sorted out we'll be announcing the data for the first phone-in session.

ADVENTURE clues

Help came this month from the following adventurers: **Aage Christoffersen**, Denmark; **Lewis McNiece**, Carrickfergus; **Celebaglar Darwen**, Lancs; **Colin Hayward**, Tottentham.

COLOUR OF MAGIC: Trouble with the bear? Scarper!

KAYLETH: Stuck in a throat? Throw the nodule!

SHADOWS OF MORDOR: Try to kill Smeagol, tell him no, and then make him promise.

WINTER WONDERLAND: Don't give the egg away — SELL it!

SPYTRACK: For a good ski, feed the cat!

THE LURKING HORROR: To open up the brick wall, try from the other side.

FRANKENSTEIN: Rub the ice wall and blow your troubles away — but don't stand too close. Hit anvil three times, and question the blacksmith.

DODGY GEEZERS: Take Mr. Video literally.

RUNESTONE: To open any chest, describe the type of chest it is. E.g. MORVAL OPENS THE WOODEN CHEST.

SORCEROR OF CLAYMORGUE CASTLE: Bliss has three uses, and must be cast when wet!

MINDBENDER: Fed up with being bashed over the head? Send the guard for swim.



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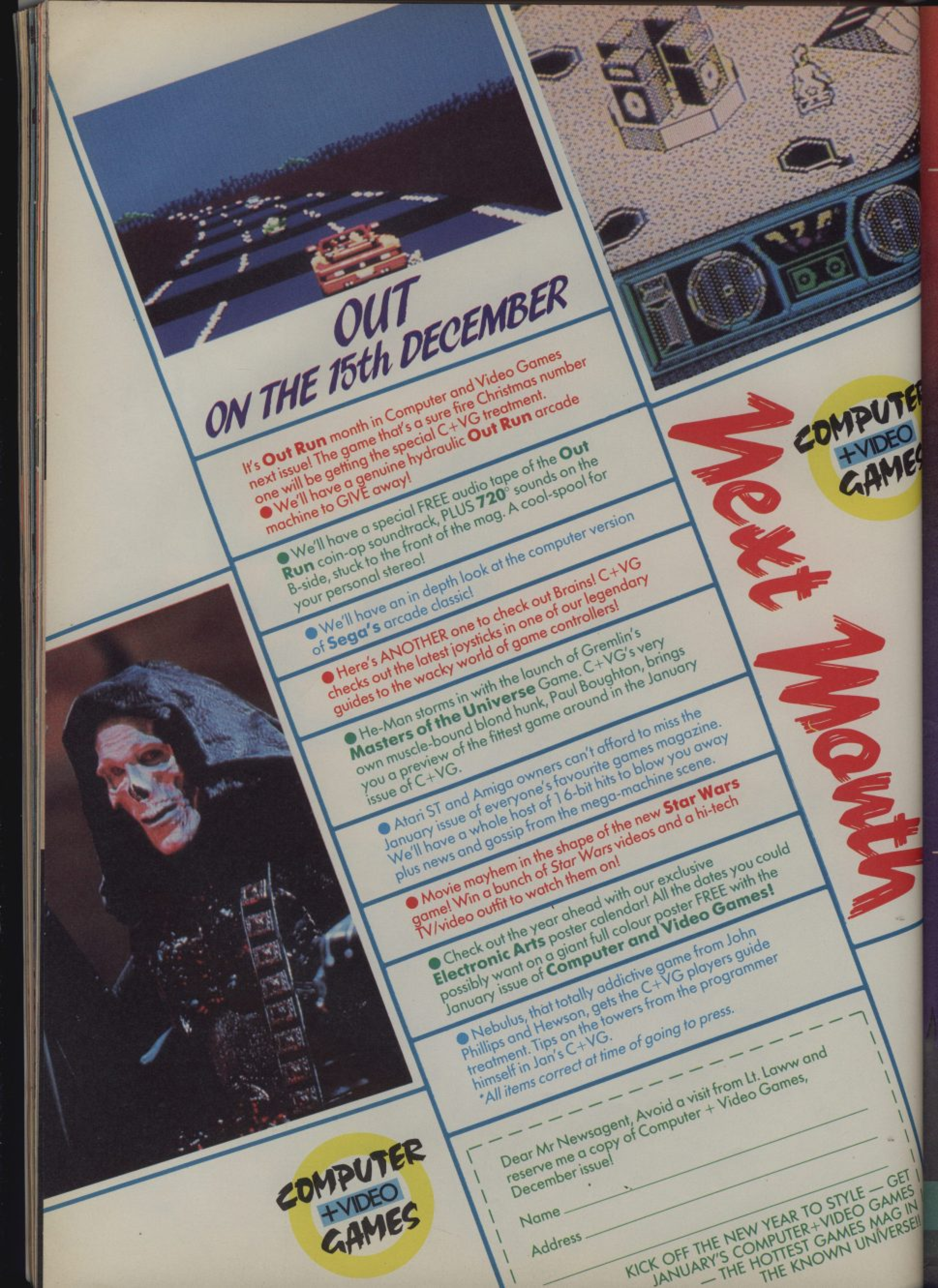
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Next Month
COMPUTER +VIDEO GAMES
OUT ON THE 15th DECEMBER
It's Out Run month in Computer and Video Games next issue! The game that's a sure fire Christmas number one will be getting the special C+VG treatment.
● We'll have a genuine hydraulic Out Run arcade machine to GIVE away!
● We'll have a special FREE audio tape of the Out Run coin-op soundtrack, PLUS 720° sounds on the B-side, stuck to the front of the mag. A cool-spool for your personal stereo!
● We'll have an in depth look at the computer version of Sega's arcade classic!
● Here's ANOTHER one to check out Brains! C+VG checks out the latest joysticks in one of our legendary guides to the wacky world of game controllers!
● He-Man storms in with the launch of Gremlin's Masters of the Universe Game. C+VG's very own muscle-bound blond hunk, Paul Boughton, brings you a preview of the fittest game around in the January issue of C+VG.
● Atari ST and Amiga owners can't afford to miss the January issue of everyone's favourite games magazine. We'll have a whole host of 16-bit hits to blow you away plus news and gossip from the mega-machine scene.
● Movie mayhem in the shape of the new Star Wars game! Win a bunch of Star Wars videos and a hi-tech TV/video outfit to watch them on!
● Check out the year ahead with our exclusive Electronic Arts poster calendar! All the dates you could possibly want on a giant full colour poster FREE with the January issue of Computer and Video Games!
● Nebulus, that totally addictive game from John Phillips and Hewson, gets the C+VG players guide treatment. Tips on the towers from the programmer himself in Jan's C+VG.
*All items correct at time of going to press.
Dear Mr Newsagent, Avoid a visit from Lt. Laww and reserve me a copy of Computer + Video Games, December issue!
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KICK OFF THE NEW YEAR TO STYLE — GET JANUARY'S COMPUTER+VIDEO GAMES — THE HOTTEST GAMES MAG IN THE KNOWN UNIVERSE!!
COMPUTER +VIDEO GAMES

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Masters of the Universe, the Movie, brings to life the deadly, eternal conflict between good and evil. Masters of the Universe the computer game of the film allows you to control the forces of good to do battle with the forces of evil, the prize being the KEY to time travel and with it the title Master of the Universe. Slipping through a vortex in time the KEY has fallen into the hands of an unsuspecting American college student.

Little does he realise the awesome power he holds. Thinking it to be a musical instrument he fails to realise that every note he plays attracts the ruthless Skeletor and his develish army led by the frightening powerful Evil-Lyn. With the key in their possesion who can stop them escaping downtown America and returning to create chaos in Eternia? Only one man can save earth from this evil domination as HE MAN meets Skeletor in the battle for Eternia, the final chapter that will seal the fate of mankind forever.

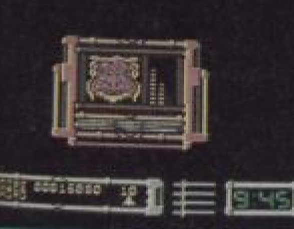
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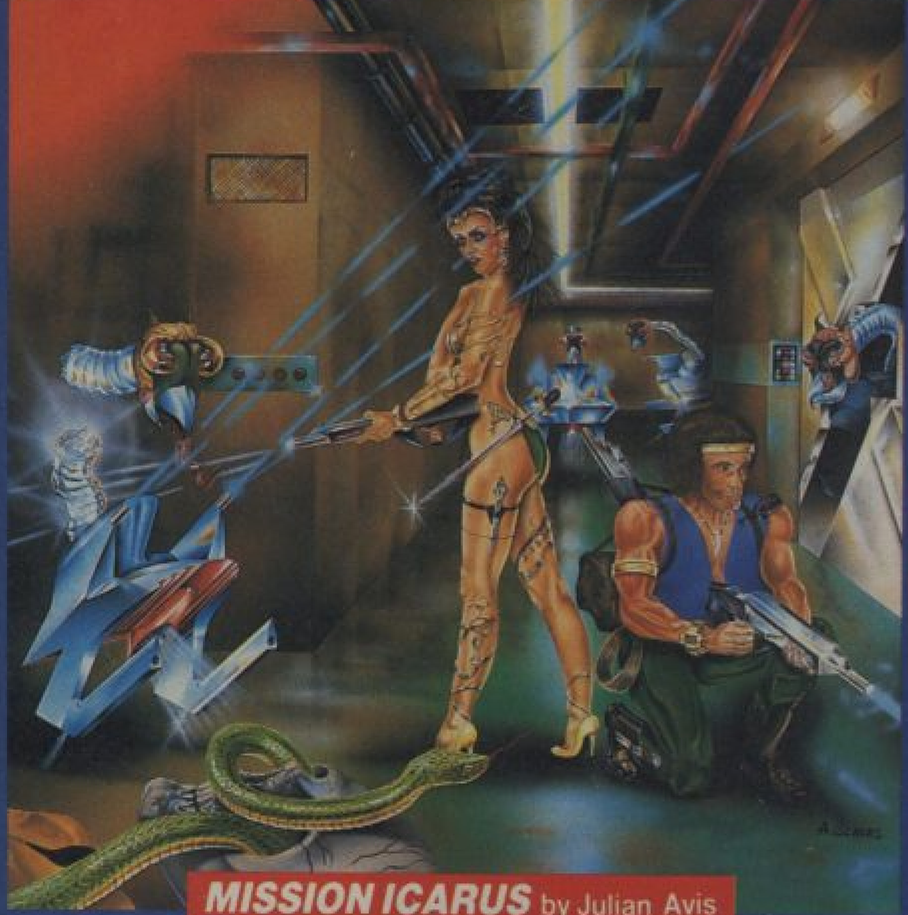


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MIND BLOWING BBC

2 NEW Monster Zapping GAMES

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(Please make cheques payable to Powerhouse Software Limited. All orders will be despatched within 10–14 days)

Konami T-Shirt Kompetition

Cool dudes in the coin-op jungle will be wearing these ultra-trendy T-shirts to match their fave games. These shirts come from *Konami,* The converters of classic coin-op machines. They are big, baggy and extremely stylish.

On the front you can stun your friends with *Salamander,* dazzle them with *Gryzor,* look tough with *Jackal,* come on like the Drill Instructor with *Combat School,* look mystical wearing the *Maze of Gallious* or go all wild and woolly with *Iron Horse.* Well 'ard!

We've got *25* of these dazzling garments to GIVE away in our special Konami Kompetition.

But if you don't win one—never fear, the C+VG Saver Squad is here! Yup, you can get nearly £2 off one of the above mentioned T-shirts for just £4.95—they normally sell for over £6!

So, if you don't fancy your chances in the Komp, just send a cheque or postal order made payable to *W+V Supplies,* together with the special C+VG coupon on this page, to *W+V Supplies,* Bank Buildings, Bank Street, Newton Abbot, Devon, TQ12 2JL. Allow 28 days for delivery.

Meanwhile, why not have a go at getting a FREE *Konami* T-shirt by answering the extremely easy questions. Once you've done that send your coupon to *Computer and Video Games,* Konami Kompetition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The FIRST 25 correct entries we receive will get a free t-shirt.



KONAMI! QUIZ!

1) How many troopers parachute down at the beginning of Konami's *Jackal* coin-op.
2) What is a Salamander? Is it a) a snake, b) a lizard, c) a small green furry creature that sneaks out of the C+VG office at 5.30 every afternoon?
3) Name ALL the weapons used by the *Nemesis* ship.

C+VG/KONAMI KOMPETITION

Name ....

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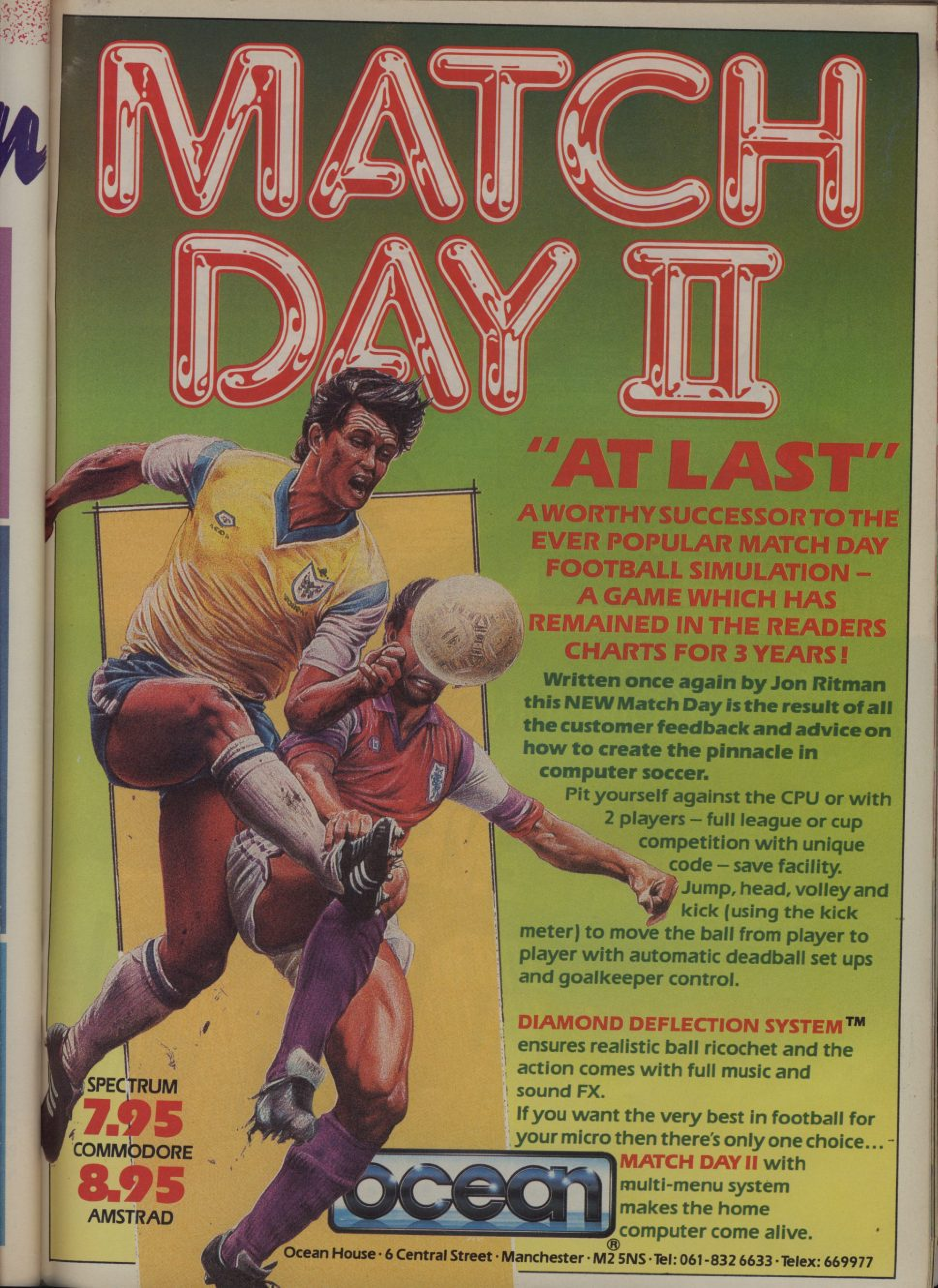
My answers are:

1 ....

2 ....

3 ....

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ERIK: PHANTOM OF THE OPERA

ELO, GOOD MOANING, JE M'APPLE RAOUL AND I'M LUCKING FOR MA FIANCÉ CHRISTINE WHO AZ DISPARUDE ON THE WAY TO ZEE BOTCHER TO GET ZUM ZOSSAGE AND ZUM MATE

I DO NOT KNOW WHERE EES YOR FIANCÉ. ALLER ASK ZOMWHERE ELSE MON MUCKER!

PSST. IT IS I, LE BERK, I ZINC ZAT WOAMAN IN ZEE CORNEUR AZ ZEEN YOUR UZER ARF!

ZANKYOU VERY MERCH, I WILL CHAT HER UP ABOUT IT NOW.

THEN..

THE WOAMAN AT THE TABLE WAS MORE INFORMATIVE...

MASSEUR LISTEN CAREFULLY FOR I SHALL SAY ZIS ONLY WERNCE. RUMEUR AS IT ZAT SHE AS BIN KEEDNAPPED BY LE PHANTOME DE L'OPERA'... UZERWISE KNOWN AS ERIK!

ZUT ALORS! I MUST GAY ZERE IN MY CITROEN 2 CV... ...TO SAVE HER LOAF!

...CHEZ RONNIE

2CV OR NOT 2CV ZAT EES ZEE QUESTION ZERE EES NUT A SICKHOUND TO WASTE.

BUT ZAT EES IMPOSSEEBALL LE MOTEUR CAR HAS NOT BIN INVENTED YET MASSEUR

BUT I HAVE INVENTED A NOO FOAM OF TRANSPORE COLLED ZEE SCRAPEBOARD. I AM SHOWER ZAT IT WILL CATCH ON WOAN DAY. UNFORTUNATELY I AVUNT INVENTED ZEE BRAKES YET...

@!! BOF!

..ZAT EES WHY I CALL EET ZEE SCRAPEBOARD. TIME WILL PROBE ZAT I AM RIGHT!

SOON MY LOVELY .. SOON I SHALL RESCUE YOU FROM ZEE TERRIBUL FAKE ZAT AWAITS YOU.

WILL RAOUL RESCUE CHRISTINE? WILL HE TERMINATE ERIK, THE PHANTOM OF THE OPERA'S, FIENDISH PLAN?

TO FIND OUT MORE (IF YOU CAN STAND IT) TUNE IN TO THE NEXT EPISODE.

THIS MONTH THIS ISSUE!

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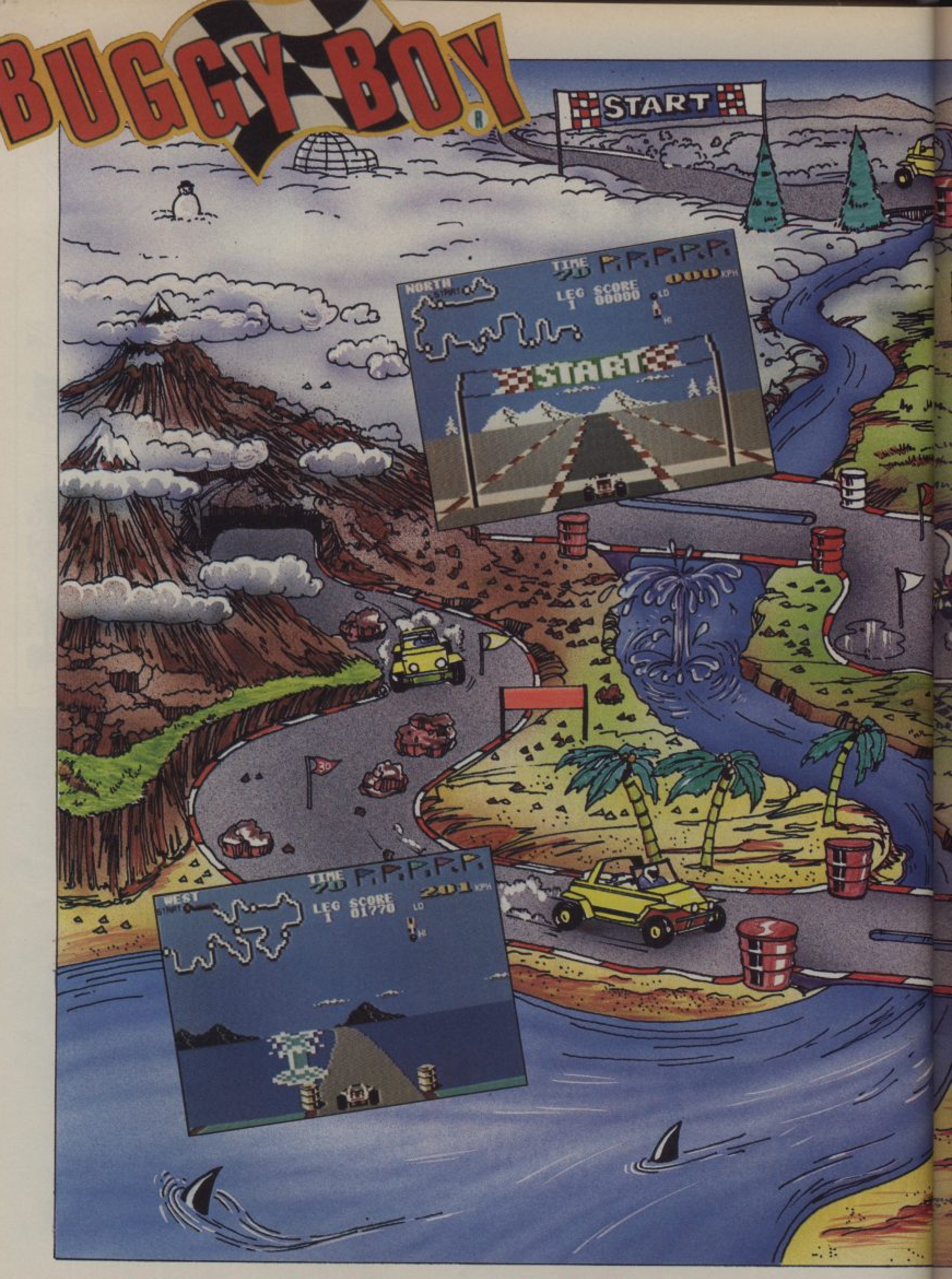
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SOMETHING HORRIFYING AND IN

SCHWARZENEGGER

PRED



Yeee-ha! Buggy Boy **is about to start burnin' rubber around the circuit boards of YOUR computer pretty soon. Here we proudly present another of C + VG's legendary players guides thanks to** Elite's **talented map makers.**

This isn't quite a map of the game – more of a pictorial reference guide to the major hazards you'll encounter on the road with the bouncing buggy.



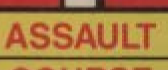
Hazards like walls, split-lane bridges, wooden barriers, rocks, tree trunks and footballs!?

Use this as a sort of route map before you start racing. Check out the different sorts of terrain you'll find in the five different tracks – from desert to snow capped peaks.

Apart from that, our Buggy Boy map will look great stuck on your wall. Enjoy!

SURVIVE TO BECOME A CAPTAIN

KONAMI

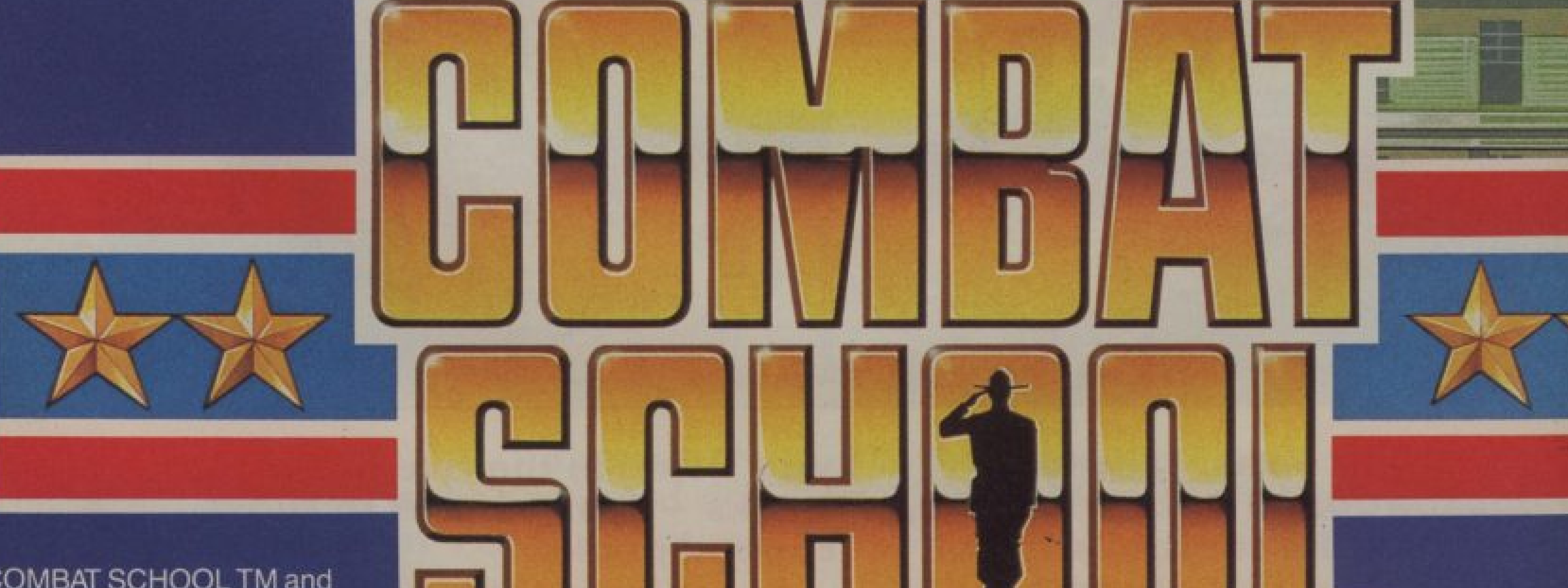

ASSAULT COURSE

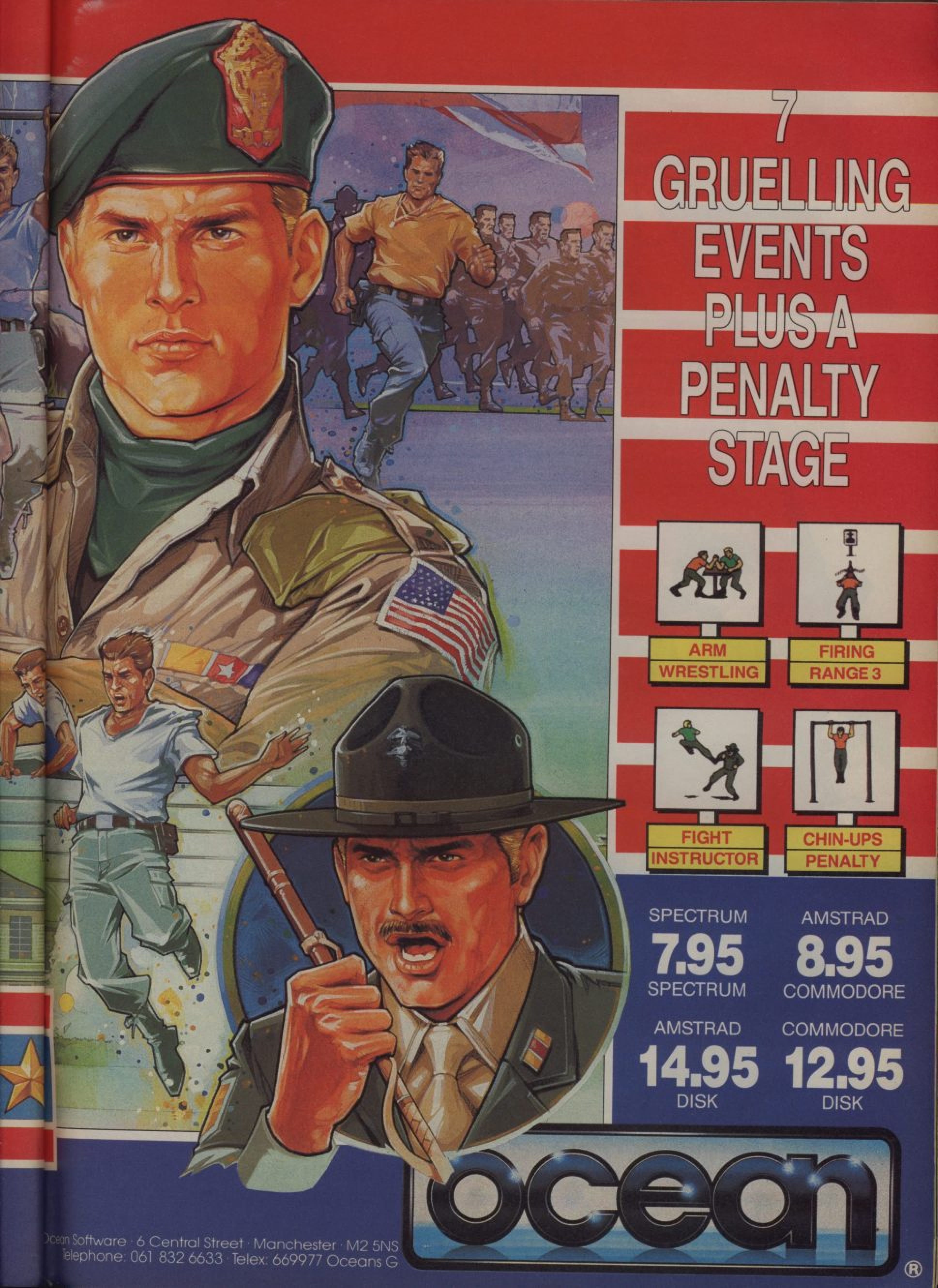
FIRING RANGE 1




IRON MAN RACE

FIRING RANGE 2





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★ COMPETITION ★

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MEAN MACHINES

Tony Takoushi will be pulling out all the stops to bring you all the latest, hottest news and reviews from the console scene — not only in the UK but worldwide. Just look at the gems in this issues reviews of Golf, Soccer and Clu Clu Land plus a red-hot news on new games coming soon from the US/Japan.

So stay with C+VG, it's where the NEWS is!

Peripherals tend to be regarded as novelties when it comes to consoles, but both **Sega** and **Nintendo** seem determined to establish their light guns and 3-D glasses as major players in the console buying concept.

Despite the trendy look of the **Sega 3D Glasses** I had assumed they would be like most of the previous efforts at 3D — nice idea, shame about the product.

I was surprised!

There are currently two games for the glasses, **Zaxxon 3D** and **Missile Defence 3D.** I couldn't get my mits on the Zaxxon but Mastertronic did shove a **Missile Defence** under my nose!!

The glasses are large and shaped so that even people with glasses can fit them over their specs. They are wired into an adaptor which then fits into the card input on the console. Your game card then fits into its slot and away you go.

Initially when the game is played, it does take a little time to adjust to the perspective and I imagine it does depend on your own vision as to how strong the 3D image is.

Missile Defence is basically a game with six stages. You have to destroy missiles that are launched at either an Eastern or Western city.

There are three stages to the defence of each city. First you are faced with the launch sequence. Here missiles pop out of silos on either side of the screen and zoom out at you. Some will head out of the sides of the screen, others will come straight at you. These must be destroyed because they hit the screen full-on you lose one of your three laser bases. The game is over when all three are destroyed.

At the end of this scene you see a count of the missiles launched and those you have destroyed. You are then told you have two more chances to destroy the missiles before they reach their destination in the East city.

Scene two is over the North Pole. Here missiles are large or small depending on flight angle, and they get real tough to take out.

The final scene is a real very tough one. You have to destroy the missiles as they fly down over you, heading for the city in the distance. Don't be nervous, just slip that finger round the fire button and blast the mothers out of the sky!

If you fail there is a destruction scene where the city explodes.

The West city defence follows the same pattern with a launch scene, a space scene and the final city scene—this scene is HARD.

If you complete all six scenes you start over at a faster speed.

The graphics and sound are good with some scenes working better than others, but again I stress that the image depends on your perception.

It is a good game although once you have clocked the six scenes it starts to get repetitive.

Still, this is an early game and new titles will develop the 3D format into something worthwhile.

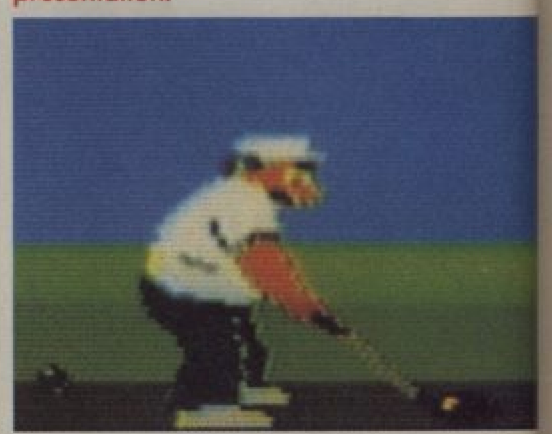
The glasses are not cheap at £40 a throw, but they do represent something new and different.

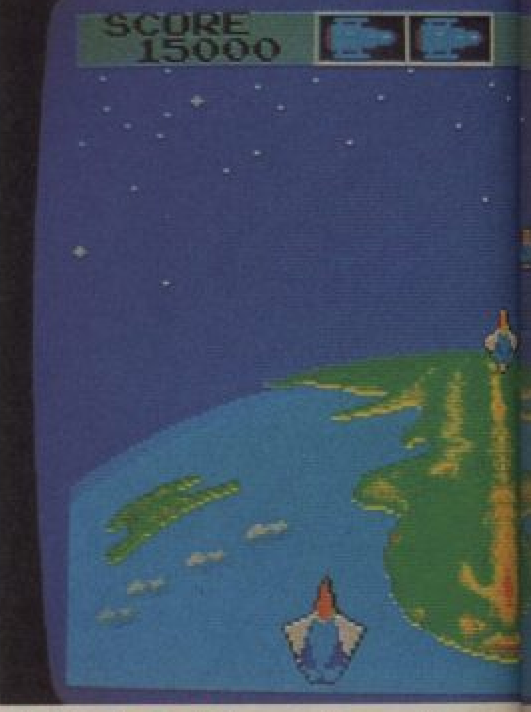
And it works!

REVIEWS

Over the next few months I will be reviewing ALL the **Nintendo** and **Sega** games available in the shops as well as reviewing the hot stuff to be released in the near future on these machines. But first here's a rundown on the first batch of **Nintendo** releases.

GOLF: By its very nature golf is a slow, thoughtful game. And to be entertaining on a console—or micro for that matter—it must have great attention to detail and presentation.





Nintendo **Golf** is a good game. It offers one player stroke game, two player stroke game and two player match game. A full range of woods and irons are available and you can control the swing, power and flight curve readily from the controller.

Sound is basic—to say the least—but then what sound DO you get playing golf!

There are variable factors to make the round tougher, wind direction needs to be watched and a keen eye to be kept on the part of the swing controlling the curve of the ball. Bunkers abound, and

are all too easy to fall into.

The only problem with reviewing **Golf** on the Nintendo is that I have played **Leaderboard** on the Commodore! Of course that IS the definitive version, but you can still while away the odd hour on this offering. It plays well and is challenging enough even for the hardened golfers among you.

SOCCER: This is a real gem of a simulation. Most team sport simulations tend to be a bit dodgy when it comes to controlling players, but not this little beauty!

There are plenty of options to choose from, length of the match, skill level, two player option and team colours.

Control is nice and tight when you have mastered the art of passing and switching control to another player. This will take around a couple of minutes.

Gameplay is nice and smooth with some bone crunching tackles if you should feel the urge.

All the elements from the sport are there with throw-ins, goal kicks, corner kicks, penalty shoot outs and offsides.

At halftime you get a zippy display of girls in ra-ra skirts doing their dance routines before the teams trundle back out to start the second half.

This is a very polished game with good graphics and tunes. Above all it is playable and FUN. Go for it!

CLU CLU LAND: I almost switched this one off after a minute or so, but I re-read the instructions and sussed the gameplay. I could have kicked myself because this game is excellent. Simple concept, simple play, simple(ish) graphics and sound — yet I was hooked.

Clu Clu is a cross between the arcade golden oldies **Ladybird** and **Pacman.** It also boasts some novel gameplay and design elements. You control a girl called Bubbles, who looks like a fish to me, and you have to discover all the gold bars hidden over 20 screens.

Each screen has to be solved within a time limit and while zapping/ramming the standard issue nasties which roam at will over each maze.

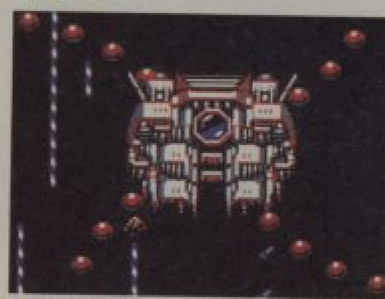
To expose the gold you have to guide Bubbles around a maze and get her to look around various pillars scattered about. As she goes through pillar posts she exposes any gold hidden between them. There are bonus point to be had by picking up fruit and extra lives.





NEWS

● The arcade hit **Salamander** has now been converted to the Nintendo. As you can see from the screenshots, the graphics are superb. All the arcade features have been included with both vertical and horizontal attack waves.





Salamander and other Konami titles should be in the UK from January 1988 onwards.

● **Xevious** fans of the world unite. Apparently there was a follow up to **Xevious** called (wait for it) **Super Xevious!** It has been released in Japan for the Nintendo and from all accounts it is a hot item.

Not missing out on a good thing you can now save up all your hard earned YEN and go out and buy a model kit of the crafts from the arcade game (shame it's only 1/48th of the real thing?).

● It is quite rare for a UK game to make it in Japan, but Gremlin has scored a success with **Monty on the Run.** Apparently there was a bit of a culture difference when it was converted to the Japanese format and they couldn't relate to moles the way we do.

So . . . they changed Monty to a cute bearded criminal on the run, or maybe they just lost a little in the translation . . .?

● If all you Nintendo owners are a little disheartened at Sega 3-D glasses, then don't be! The Nintendo system does have glasses (although just when will WE see them?) and they can be used with a game called **Highway Star.**

The game has more than a passing resemblance to **Outrun** with its rolling hills and twisty roads (more on this in the future) in fact in 3-D it could well be something special, watch this space . . .

The arcade licenses to **Rygar** and **Solomon's Key** were snapped up by US Gold for the 8-bit formats. Well Nintendo console owners haven't been forgotten as they are available on the console, but only in Japan.

Both Sega and Nintendo third party UK and European Licenses come up for grabs in 1988. This should mean that companies like Capcom, DataEast, SNK and Konami will be negotiating the release f their games into our markets.

Super Marios Bros is so popular that in Japan and the US there are official Super Marios Bros fan Clubs, with a handbook (detailing all the features) and tee-shirts of the characters.

Anyone over here willing to do the same?

There are currently 30 titles due for release on the Sega before Christmas with another 60 to follow next year. Nintendo has 27 at present with the third party stuff to follow next year.

● Come on let's be having all your favourite tips for console games. This month's tip is for **Kung Fu Master** on the Nintendo.

The usual place to get stuck is on level three, at the end of the level you face a large sumo wrestler who with very few blows can wipe out your energy. To destroy him wait until he has just kicked then step forward and, while kneeling, punch rapidly to his stomach.

At the end of level four you are faced with a bomb throwing midget, to destroy him simply wait until he has thrown a bomb then step in and punch to the head rapidly, as he dies step back and repeat the process on his reincarnation.

Has anyone out there conquered level five?

Gremlin Graphics Software Ltd., Alpha House,
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COMPENDIUM
Wacky, Wacky, Wacky is the best way to describe this adaption of the traditional board games compendium. Your hosts are the Winks, father Tiddly Wink and his wife, Mavis Wink. Up to four players can compete by taking the role of either one of the Wink children, the baby or the Wink dog. Play Snakes and Hazzards where real snakes wriggle across the board, or the pub game where a rather drunk Tiddly Wink flips his beer glasses in the air for the rest of his long suffering family to catch! Old favourites Ludo and Bingo are not forgotten in this hilarious game for one to four players.
BLOOD VALLEY
Archveult the hideous and mighty leader of the Firedrake has decreed that you must be hunted down like an animal and brought to sentence. Your only chance of survival is to escape the valley. Do you have the will and resourcefulness to succeed not only against your opponent but the creatures and eerie beings of the fantasy world of Orb as well. Based on the Duelmaster series of fantasy books by Mark Smith and Jamie Thompson, authors of The Way of the Tiger.
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In the knife-edge world of the vigilante there is no place to rest, no time to think – but look sharp – there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil whose mission it is to exterminate the only man on earth who dares to throw down the gauntlet in their path – the Renegade.
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Now the Summer will surely last forever!

The smell of the surf, the sun on your back, the sand between your toes... This isn't California Dreamin' – this is for real! Six of the best West Coast sports designed to set your pulse racing! Wow your friends with your incredible flying skateboard feats; or show your cool hacking at the sack.

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You'll be playing for big name sponsors like Frisbee®*, Hacky Sack®*, Morey Boogie®*, Burton®* Snowboards and Bluebird®; and contained in each pack you'll find a fun to enter competition to win quality products made by these companies too!

California Games™ features superb graphics, all the atmosphere of the West Coast, and one to eight players can take part. All the quality you expect from a Epyx product is here and so much more. We could tell you more but instead let's hear what the critics have to say:

"California Games is quite simply the apex of computer sports gaming.

Even in purely technical terms Epyx have somehow managed to surpass their own high standards – the pictures and sounds generated by this program are atmospheric beyond belief.

If you gather up all the superlatives from previous Epyx reviews and add them together, you just might go halfway towards describing California Games".

– ZZAP 64.

"California Games has to be the best release this year so far.

Some of the individual games are almost worth the asking price on their own".

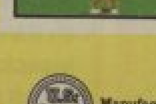
– COMMODORE COMPUTING INTERNATIONAL.

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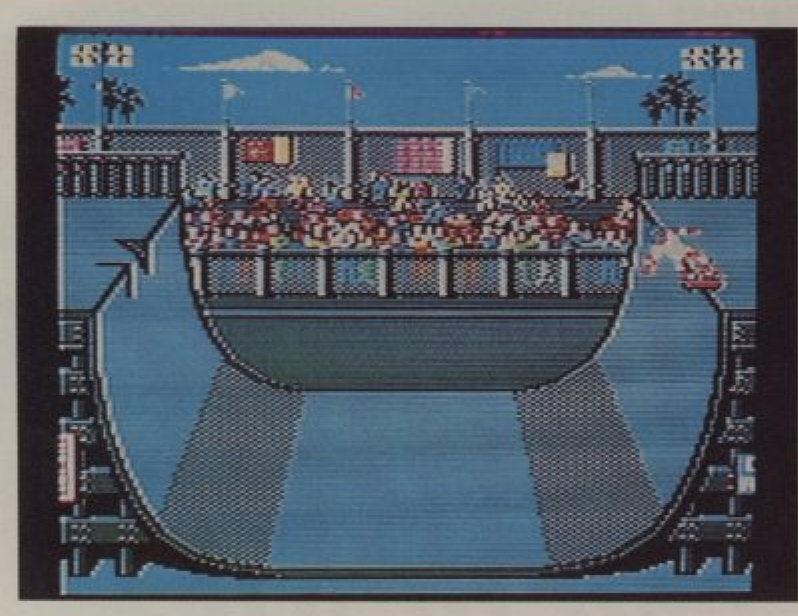
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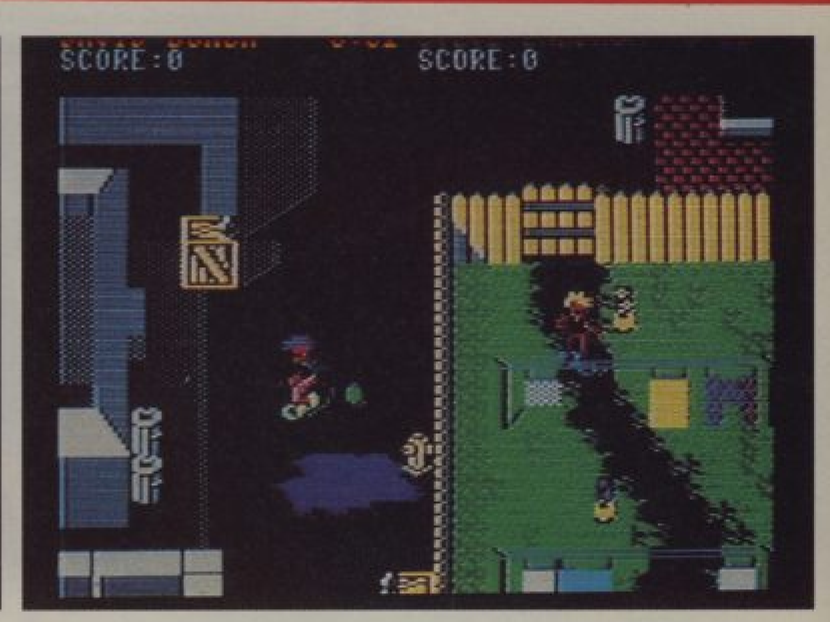


CBM 64



Street Scene......

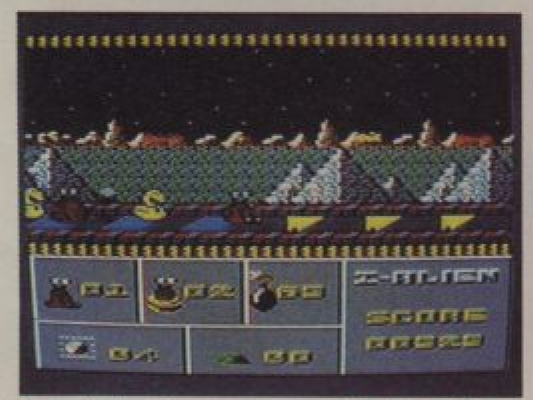




Here's one really radical game that's going to give 720° a run for its money. *Skate or Die* is hot from *Electronic Arts* and puts you in charge of a set of hot wheels – a skateboard that is. Take your board out on the ramp and perform a well wicked set of moves, complete on the downhill speed course – complete with the nifty concrete tube manoeuvre. Take on a street punk on his own turf – race down mean streets packed with hazards. And beware, 'cos you can get involved in a bit of martial artistry with your opponent. All this and the epic pool joust – this could start a whole new real life sport! It's set in a deserted pool – two skaters joust against each other with special poles the one who takes three falls first loses. Fun with a big F! Lots of extremely nice touches, great graphics and a *Rob Hubbard* soundtrack.

What more could you want?

Out soon on the 64 from EA at £9.95 on tape, £14.95 on disc. Our screen shows the ramp game and the street race.



Once the hunter, now you are the hunted. In CRL's *I, Alien* the tables have been turned following the unexpected arrival of a starship from earth. The humans on board said they had come in peace, in search of previous minerals. But the real purpose of their journey is soon discovered. A violent and catastrophic nuclear war has wiped out earth's entire animal population. The humans have no livestock and have been forced to search space for new laboratory specimens to cultivate a new food source.

The alien is intended to become one of the guinea pigs.

Your only means of escape is in your pod. Take this to a friendly planet for help. But beware, to reach the pod you will have to overcome vicious threats from all kinds of foes – mutants, droids, ice dragons and numerous other forces. Once conquered your task is to find the pod hidden somewhere in a vast labyrinth.

I Alien, will be released for the CBM C64 in on cassette at £9.95 and on disc at £14.95.



No rest for the wicked. Especially if you're a Palace programmer. Steve Brown wasn't allowed to rest on his success with *Barbarian* Along with his team he's been hard at work on Rimrunner a wacky scrolling shoot 'em up. But don't expect boring old space ships from Steve. Here you get a strange ant like creature riding an alien dinosaur protecting cities from the evil Arachnoids. *Rimrunner* is an insectoid soldier who patrols the borders of Insectoid cities making sure the generators which run the force shields are kept fuelled and operational. He dashed frantically around the rim of his world zapping attackers. Lots of amusing animation as you'd expect from Mr B and his boys. Rimrunner can be knocked from his dino and falls to the floor rubbing his insect head. Then he whistles the cutest computer whistle you've ever heard to summon up a replacement mount! Fun and frolics in the Palace fashion and neat sounds from that other regular Palace soundsmith Richard Joseph.

The C64 version of *Rimrunner* should be out as you read this, with Spectrum Amstrad and Amiga versions to come.



Last month we brought you a wonderful *Jackal* poster – thanks to Konami – and this is a glimpse of the Spectrum conversion of the coin-op smash, heading your way soon. Watch out for a full review next month.



Knightmare and *Predator* head *Activision's* attack on the Christmas charts this year.

Knightmare, based on Anglia TV's brilliant television show, provides puzzles of it, it's claimed a varying nature not found before in computer games.

The game will be available for the Commodore 64/128, Spectrum, and Amstrad CPC, priced at £9.99 on cassette and £14.99 for Commodore 64/128 and Amstrad disks. An Atari ST version is due to be released in January next year.

Predator, starring *Arnold Schwarzenegger*, grossed $12,000,000 after three days when released in America in June, and is now set to be premiered in the UK in January next year.

Currently being developed by *System 3*, the game follows the film's plot, placing you in control of Schaefer with a mission to destroy the predator. Before confronting the predator, Schaefer has to pass through numerous screens of treacherous jungle terrain, swarming with enemy guerillas. Extra equipment can be acquired along the way.

The game will be released to coincide with the film premiere, and will be available for the Commodore 64/128, Spectrum and Amstrad CPC at a price of £9.99 on cassette and £14.99 for the Commodore 64/128 and Amstrad disks.





Mega City is living in fear. The four dark Judges, Death, Fear, Fire and Mortis have arrived judging the living and absolving them of their guilt – by killing them!

Step forward that 2000AD curvy cutie Judge Anderson, elite Psi Judge, and the woman to save Mega City. These are early shots from Piranha's game which should be out on all formats before Christmas at £9.95 and £14.95

Judge Death kill people by thrusting his hand through the bodies of his victims. Fear opens the gate on his face mask and orders his chosen victim to "gaze into the face of FEAR" Fire envelops his victims in a prism of flame and Mortis brings instant decay to his victims by just touching them.

You play Judge Anderson and because she has been out of services for some time there is a practice gallery for perfecting shooting skills before going into attack against the Dark Judges. But your arm must be true because innocent citizens and the city itself can easily be destroyed.

You must battle through four sectors of Mega City then out into the mutant wastelands before the final confrontation.





Introducing Captain Chuck Harrison, fighter pilot extraordinaire, star of Reaktor's *Out of the World.* Chuck jet enters another world when he goes faster than anybody else. In this "other world" he is faced with alien hordes and must force the enemy to surrender.

Out for the Spectrum (£8.99), CBM and Amstrad (£9.99/£14.95 in November.

Gasp at the graphics and swoon at the sound – this is Rainbird's *Dick Special – The Search for Spook* on the amazing Amiga. It's got the best cartoon graphics we've ever seen . . .

You must move Dick through scrolling landscapes, solve puzzles and collect together items which will help locate and free his faithful hound.

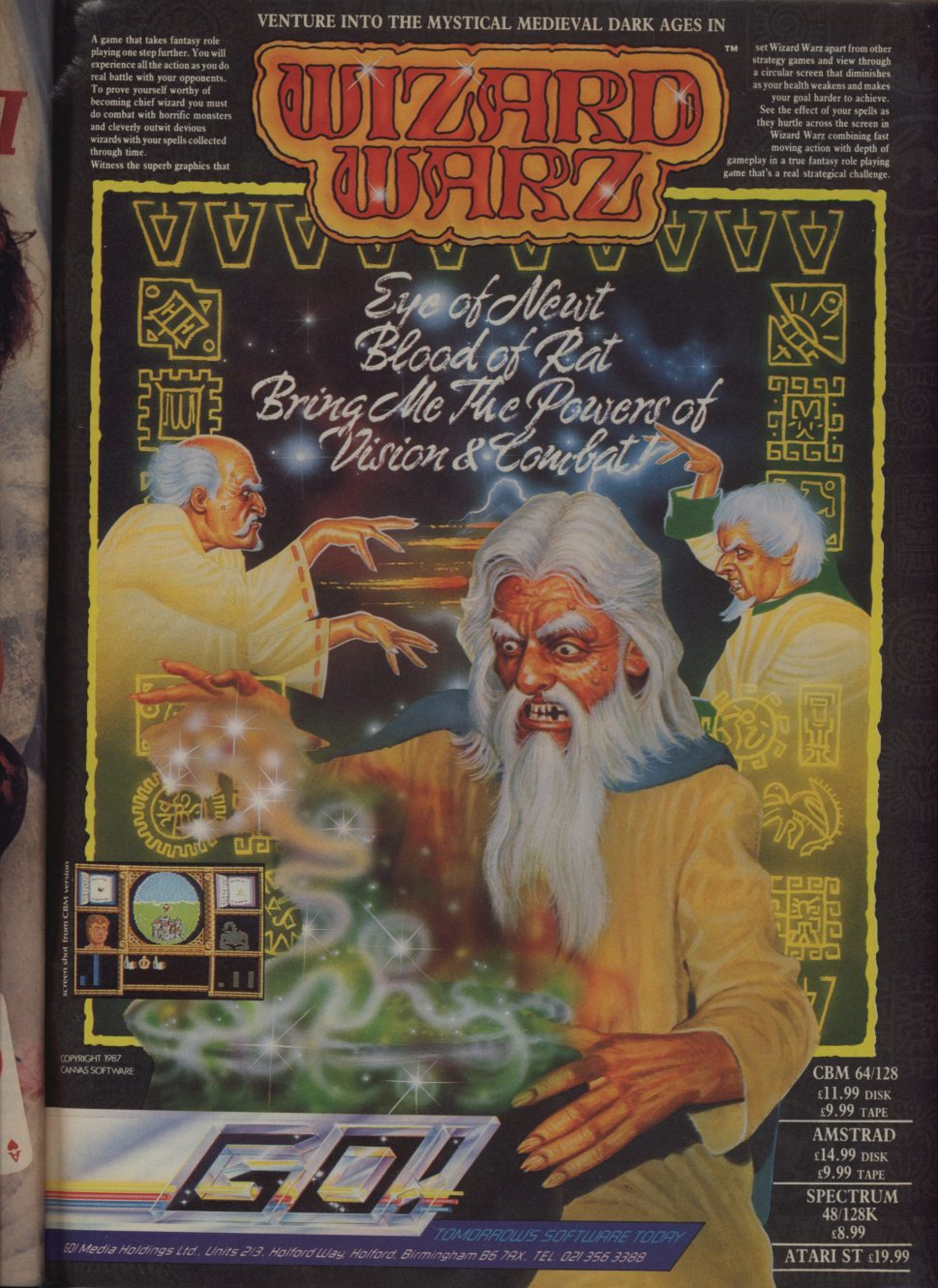
Spook has been kidnapped on the eve of the Mr Doggiverse show. Dick is hit on the head and wakes up to find Spook missing. Setting off in pursuit his first task is to search the hotel, while overcoming hostility from the staff, inanimate objects and broken equipment.

It's programmed by Sandy White and Angela Sutherland, who were responsible for *3D Ant Attack*. It should be available in the New Year on the Amiga and Atari ST at £24.95.









VENTURE INTO THE MYSTICAL MEDIEVAL DARK AGES IN
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A game that takes fantasy role playing one step further. You will experience all the action as you do real battle with your opponents. To prove yourself worthy of becoming chief wizard you must do combat with horrific monsters and cleverly outwit devious wizards with your spells collected through time.
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Mailbag.

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● In your October issue you said you wanted to hear from girls who read C+VG. Cue me I'm 16 years old and I've been reading C+VG since September 1983.

Basically, C+VG is the best computer magazine around. Not perfect, but then, who is? *The Books of Games* are great, as are the occasional *Adventure Extras,* talking of which, Mr. Campbell's Adventure column is brilliant – the best part of C+VG, if I may say so. No prizes for guessing – yes, I'm an adventurer – you can tell by the spidery handwriting and my continual muttering of "Follow Gandalf".

None of my games were bought without a shining review from your team, and I recently bought the computer of my dreams, the Atari ST, which I have yearned for ever since that fateful review of *The Pawn* (a copy of which I am the proud owner, not to mention *The Guild of Thieves).*

Last weekend, with great effort and even greater expense, I translocated myself to the PCW show at Olympia where I confess I visited and revisited the C+VG stand, each time asking a different person for a sheet of stickers – thanks!
I also managed to get my grubby paws on a cheerfully yellow C+VG bag, complete with Big Red 'n' all!

The fantasy section is very interesting – would you happen to know if anyone is planning to make a game of *The Belgariad* by David Eddings? If not, why not?

Complaint one: I couldn't find the 1986 yearbook: I sought it here, I sought it there, in fact, I sought it pretty well everywhere, to no avail. What happened?

Complaint two: I can't read the Adventure column when you put it on a dark coloured background. Could you perhaps sort that out?
Sophia Chan,
Surbiton,
Surrey.

Editors reply: So that is where all our stickers went! Answering your moans Sophia. 1) There was no yearbook in 1986
2) Sometimes Craig's artistic nature gets the better of him – then WE sort him out! Please don't praise KC too much – he's too expensive already . . .

● Congratulations on an absolutely mega November issue of C+VG – a tape, posters, lots of funny advertising bits which fall out, a million pages (well, almost) and all that for £1. How come all the other mags put the prices up for much less?

But what has happened to our dear, sweet, divinely beautiful Melissa R at IDEAs Central? She's changed beyond belief. Was it anything to do with her holiday? In October, there was the Melissa we know and love, boasting about going to a "sun drenched beach" for her holidays. And then in November she's totally changed. Was it the Harvey Wallbangers? The hard nightlife? Or did she swim in a radioactive sea? I know people do change but this is silly. Explanations please.
George Brain,
Sheffield.

Editor's reply: Would you believe a new hair-do? No, didn't think you would. Hmmm. Okay, it's own up time. The picture was of Melissa's mum. You see the real Ms M disappeared. She's not been seen since her holiday. And we've received a ransom note (see IDEAs Central). Frankly we're frantic!

● In reply to the over stressed remarks from the lads at *Bug* magazine about racism and sexism in the computer software market I would like to add my thoughts on the matter.

I agree with C+VG in that I cannot think of any truly "horrific" examples of racism in computer games. The only overtly racist games I have seen are the usual "kill the nasty aliens" type.

All games are 'racist' towards the enemy of the piece. They have to be to justify the gameplay.

If you play a war game, taking the side of the British against the Germans we must have some racist feelings against them, wanting to beat/defeat them because they are our enemies (in the game) or the whole exercise would be pointless.

This is not real racism, but a deep rooted desire to protect our own against invaders or trouble makers. It may be right, it may be wrong – but it is part of the human nature and history.

That aside, sexism is a different matter. Sexism always brings out strong emotion in those who see it as an overwhelming attack on the position of women in society.

There maybe many examples of male dominance and female degradation in the outside world but as a whole there is really very little real sexism in computer software. A very large proportion of software programming is performed by males, with a male orientated view. Therefore is it not unusual that games will be programmed with a male lead.

A male character in a game does not automatically mean the game is sexist. If the male character has to rescue a female within that game, that is (to non-sexists at least) a romantic and pleasurable experience.

This male rescues female role is not new, fairy tales hundreds of years old tell much the same story. Can this be called sexist? If so most of human literature must be labelled in the same way.

I believe much of it reflects

real life, life as it is, and was in the past. Sexist, no! Realistic, yes.

The lads state that female editors of computer magazines have the chance to censor so-called sexist material. I'm sure they do this without their help, or with the insisting of any hothead group with a bee in their bonnet.

Some advertisers or software houses may push the barriers of good taste, but they know if they went too far their adverts would be banned with a drastic loss in software sales.

Female persons adorning the jackets of computer games are there to enhance the "good looks" of the product. I am sure that most men and women would agree that a female body is more attractive than a male one (and I say that as a compliment).

I myself do not really agree with the use of bodies – faces yes. Very often a female is shown in an advert to brighten up the product, very rarely as a tool to exploit or degrade as so many people think.

How many of those when protesting loudly about the women in the bathing costume on the cover of *Barbarian* also complained about the presence of a less covered male? I have heard non up to date.

Those complaints must in themselves be sexist for not mentioning that! Are we then to be ashamed of a half clothed female but a less than half naked male is okay.

There was no doubting that the *Barbarian* exercise was a marketing gimmick, but it *was* tastefully done.

Let's all rush off to the nearest nearest art gallery or museum and deface all the works of art featuring women (you know, all the naughty ones).

That seems to be where the lads from *Bug* are leading us. Final point. 52 percent of the population may be female, but what percent are programmers or gameplayers? If women are turned off by male orientated games (going by the lads argument) and losing profit because of it, surely it follows that the lads will be turned off by female dominated games. And as the largest proportion of gameplayers are male the profits would still fall. No that argument doesn't wash with me.

The reason more lads than lassies play computer games is more fundamental than that . . . but that's another story!

T. Worrall,
Preston

Editor's reply: And this intelligent, thoughtful epic ends the sexism debate. OK?!

• I am writing to inform your readers of a home base connection service. Not to swap software but write software. If any of your readers are talented musicians, graphic artists, sprite designers and wish to be put on a programmers data base please write and send a *S.A.E.* to the address below.

This service is free all it'll cost is the price of stamps and envelopes. The service I'll put your readers in touch with the type of people they want eg coder needs graphic desginers/artist. And through this hopefully we'll have a lot more software teams, Teaming up. And a better chance of freelance software being published.

Richard Johnson,
20 Lauder Close,
Willenhall,
Wolverhampton,
W. Midlands
WV13 3QH

• I thought I would write to ask why you employ an Australian designer. Before you say you don't, think about how you are going to explain all the screen shots that you print upside down.

There are at least two an issue, is this a secret competition that you haven't told the readers about.

Please explain.

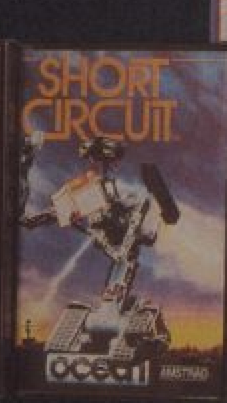
Gerry Murray,
Kentish Town.

Editor's reply: Not Australian designers – Australian layout artists at our typesetters. And yes it is a secret competition – unfortunately the prize is a secret too. Tough!

JUST THINK











What if you could buy all these hit games in a special pack for the price of one...Wouldn't that be fantastic?

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• Here are some serious comments regarding the *Bugs* comments. To him I say, so what if most characters in games are male? Are we to believe that young lads playing these games will grow up believing that women are the inferior sex, just because there is male cat in *Greyfell*. I think not.

I would like to hear what the *Bug* thinks, the consequences are going to be if male characters in games continue to dominate. Would we all – including the girls – be subconsciously trained into being sexist?

I doubt it, and I reckon people like the *Bug* are totally O.T.T.

Another point to be raised, is selling software through sexist adverts/posters with the game. He insinuated that the sole reason *Barbarian* got to 'number one was that Maria Whittaker was scantily clad on the cover. Rubbish!! Who would pay £10 for a poster! Especially if you could get one very similar in C+VG but bigger, for £1!!

Barbarian got to the top slot because it is a damm good game! Also does the *Bug* think that females don't buy a game with a male character in it? Preposterous! Ludicrous! Has he ever talked to anyone with normal views?

And I think, Jaron and Jeffrey, that women can do their own talking.
Chirry,
Derbyshire.

• After reading the letter in your mailbag column, about sexism, I had to put pen to paper. I've never read such a load of rubbish. There's nothing more annoying, or sexist, than a male trying to defend females against sexism. It seems like that sort of person feels we can't defend ourselves.

As for sexism in computer games, I can honestly say I don't think of the sex of a character in any game. It is an object I am controlling in order to play the game.

The player becomes the character. So the sex is that of the player. As for *Strip Poker,* if you think it is degrading for women, don't buy the game.

How many women do you know who would like to be capable of being as cold blooded as a *Ninja* or *Rambo?*

Anyway you asked us girls to write in. Although I am no longer a young girl I hope I qualify. I've read your mag. for three years and enjoy it.
Mrs J Brartingham
Dover

• Being an avid reader of your mag. I was well pleased with T.T's remarks last issue.

Women are women. They should not and need not be portrayed as sex objects for the likes of men. Yours after all is a computer magazine and not *Playboy!*

A good friend of mine recently wrote to C.U. about Page 3 girls and the effect on women, as well as in computer games. She is a good person to write such a thing – as an ex-*Penthouse* girl, she can look at this issue form both sides. There are loads of computer mad females all over the world and I bet most feel a bit peeved at having to buy *Barbarian* with a Page 3 girl on the front.

On the subject of *Barbarian,* didn't you think it was a bit of a degradation to men as well? Come on girls, let's show this sexist computer world what it is doing to us. If C+VG and C.U. support us, we're gonna make an impact.
Katherine James,
Doncaster.

• I must write to say how I and sons enjoyed the PCW show. We used your stand as a meeting point, a very wise choice in my opinion. Your team were so friendly and helpful to all the boys and girls with tips and help and I noticed that you didn't hassle them.

I am a mother of three boys, one husband, two dogs and three computers. So, sometimes I feel a bit left out, until I can get my hands on a game or two. My favourite is *Rockford* and *Boulder Dash.* Are there any other mums and dads out there who feel the same? If so why don't you ask all the kids what their parents love/hate.
A C Smith
London
P.S. Someone has to tell the directors what a great team they have in C+VG!

• I am sick and tired of hearing these no good trendy oiks, always saying the H.M. is dead and old hat. HM unlike the pulp musak that exists from time to time, and rears its ugly head, lives on and will never die. Being the natural heir to classical music it has produced more musical classics than any other form of music. *Stairway to Heaven, Stargazer* and *Heaven and Hell* to name but a few.

If it wasn't for HM bands today, there wouldn't be a guitar industry. Just look at all the new guitar lines the companies produce, all for the HM industry.

Musicians they are, and Gods of their craft, not pulp wimps that mime "cause they can't play".

If HM's so bad then why are the old punk bands switching over, and thousands of new bands forming each year? Two massive festivals a year, in Britain alone, shows that HM is alive and kicking.

Shows how much your car badge stealing trendies know about music. It may have not crossed your little mind but the *Beastie Boys* claim to like HM and have *Slayer* guitarist playing on their piĕce of vinyl *Slayer* is a Death Metal band, and you can't get more HM hard core than them.

One simple page in a computer mag and you start winging. Look at us, we're the majority and we only get two hours a week, on one radio station from 10-midnight. You lot get non-stop pulp from morning till dusk on five channels, seven days a week.

I know its hard for you wimps to comprehend that your really in the minority. Hard luck, and if you don't like HM – then you know what you can do.

Wayne, take no notice, they know not what they say or listen to. I was so angry, I wrote this at two in the morning.
Phil Napolitano,
Berks.

Editor's reply: Tough talkin' from Phil – anyone, wimps included, got anything to say?

• After being a devoted Amstrad CPC owner for a couple of years, I suddenly realised that Alan Sugars brainchild was pile of *****, so I decided to buy an Atari ST. As you seem to quite like this computer, I was wondering what C+VG's top ten ST games are, as I am a newcomer to this ST thing, I don't know what to buy.

Also, why on ST game reviews are the screen shots all blurred and horrible? Every other computer is OK, even the Spectrum. So, why are they blurred ie. *Addictaball, Road Runner* etc.

Also which is the best – *Impact, Addictball* or *Arkanoid?*
Justin Mason,
Isle of Wight.

Editor's reply: Our top ten ST games? Difficult, but it would go something like this – not in order of merit – *The Pawn, Addictaball, Arkanoid, Road Runner, Leviathan, Karate Kid II, Backlash, Mercenary, Indiana Jones, Super Sprint.* As for *Addictaball* vs *Arkanoid* – it is a split decision here at *C+VG.* Play them first is our advice and make your own mind up!


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ATARI ST

Pen Pal Page.

• Hi, I'm a 14-year-old CBM64 owner who would like to get in touch with anyone – male or female – from all over the world. I like Karate games. Please write to me.
Gary Ledsham
Clwyd

• I would like to tell your readers of a new computer club. The club will have news letters printed bi-monthly and will include info. relating to news, tips for new disc users, articles on computer related subjects, members letters, etc, etc. All enquiries should be sent to Spectrum Users Disc Society (S.P.U.D.S.).
c/o Ken Sutherland
16 Second Ave
Bearsden
Glasgow G61 2LR

• Hi, I am a 12-year-old kid. I speak English and German and I am a very lonely Amstrad user. If anyone out there has an Amstrad, and would like to chat or anything like that, just write to me.
Tarek Elk-Semman
Hillingdon

• My name is Ann. I am 18-years-old and own a Spectrum+. I also like chart music. I would like male pen pals aged 16 to 21. Please send photo if possible.
Ann Corcoran
Scotland

• Greetings from Canada. I am a 16-year-old Amiga user interested in meeting any other Amiga users who want to swap tips, ideas, info and basically anything else interesting. I have several friends who might want to be penpals also.
Jim Pun
575 Bathurst St
Toronto, On
Canada
M5S 2P8

• I own an Atari 65 XE and I'm looking for pen friends. I'd like to exchange game clues and programming tips. My other hobbies are rock music, films and sport. I'm hoping to find pen pals between the ages of 12 and 18, preferably in Australia, New Zealand, USA, UK and the Pacific.
Tomasz Wilusz
ul. Olsztynska29 m. 203
26 600 Radom
Poland

• I am a 24-year-old Amstrad CPC 6128 owner looking for anyone regardless of sex anywhere in the world, who are avid adventure players. I wish to swap ideas and tips.
Bryan Roberts
17 Chedworth Way
Eden Hill 6054
Perth
West Australia

• Yoh! Any humans want a CPC 464 penpal? Male/female – I don't mind and I don't mind if you live abroad. I'm 12 years old and I am a computer freak and I hope you will swap news, etc. Well, my name's Neil and I hope to hear from you soon.
Neil Taylor
West Midlands

• I am a 17-year-old boy who would like to have some female pen pals all over the world. I own a C64 computer and I am a member of the CCF-Team. I am waiting for your letters.
Dimitri van Middelkoop
Mahlerrode 29
2717 CL Zoetermeer
The Netherlands

• Hi there all you Amstrad CPC 464 owners. I am 12½ years old and would like and Amstrad owner as a pen pal – 11 to 13 years old.

Willing to swap pokes, maps, ideas, etc. I'll write back to any letters.
Graeme Appleton
Bucks

• I am a boy from Finland and I would like a pen pal who owns a C64 or, as I do, a C128. I have got a disk drive and 1530 datasette and I would like to swap hints, tips etc. I await letters from every corner of the world.
Reijo Pentinmaki
61270 Lupajarvi
Finland

• I am an Amiga User looking for others from every part of the world. My interests are programming, games and designing. Please write to:
Stefan Didak
Doelstraat 147
3011 Aj Rotterdam
The Netherlands

• Hi, I am 12 and would like a male pen pal aged between 11 and 13. I own a BBC model B with a double 40/80 disc drive. I also like pop music – especially *Queen*, and playing the keyboards. I would prefer a penpal from England.
Andrew Breeze
Leeds

• I am a computer freak, who likes to write with everyone from all over the world. If you're interested write to:
Eddy Van Hoeserlande
St-Donaasstraat 30
8380 Zeebrugge
Belgium
Oh yes, I own a CBM

• Amiga User wants penpals. All letters will be answered.
Erik Nilsen
Fullriggervn 33
N-4056 Tanager
Norway

• I am an Australian CBM64 owner who lurves Arcade Adventures. I would like a penpal from any country who enjoys Marvel and DC comics, Crowded House, Inxs, Paul King, Eastenders and going out. C.R.I.T.C. is coming. Write now.
Luke
5/115 Pacific Pde
Dee Why
Sydney, 2099
NSW, Australia

• I am a 16 year old MSX 64K owner who would like to swap letters, maps, pokes etc. with any owners all over the world. I promise to answer all letters.
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Newcastle upon Tyne



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Hot Gossip

by Tony Takoushi

Loud and proud and ready to shock. Yes, C + VG's very own Mr T – Tony Takoushi – is back to rant and rave about computer games. Love or hate him, just read him.

A couple of months ago I said **Amiga** games software was beginning to arrive in quality and volume. Some of the better games to hit the UK recently are **Impact, Mousetrap, Mission, Elevator, Bad Cats, Dr Fruit** (Mr Do), **The Final Trip, Garrison** and **City Defence** - an absolutely BRILLIANT version of *Missile Command.*

This month I'm taking a look at a game called **Space Ranger** - previously titled TASAR, weird huh? – for the Amiga 500 from Mastertronic.

A scaled down version from their coin-op division Space Ranger is a *Defender*-style game with some tasty touches.

You control a Space Environmental Protection Ranger (SEPR to you) which has to zip around various planets rescuing animals from the clutches of beastly aliens. Jeff Minter, they need you!

The first three planets are called Zyphoor, Jospoor and Carvix. To get the lowdown on these worlds the instruction manual explains – via a rather wild storyline – what you have to collect and destroy.

On entering the first level the first thing to grab your eye is the speed at which the action takes place. Don't hang around – nothing if for free here!

You can fly or walk to the left or right as the screen scrolls – straight out of *Defender*.

The obvious difference is that the backdrop is a three layered scroll which is finely detailed and absolutely pixel smooth. Nice one guys!

There are various nasties flying around which try to pick up the creatures from the surface. Creatures including dinosaurs, turtles, weird running eyeballs and bouncing squids. Once captured the animals are taken to a mother ship which teleports them into her hold via a beam.

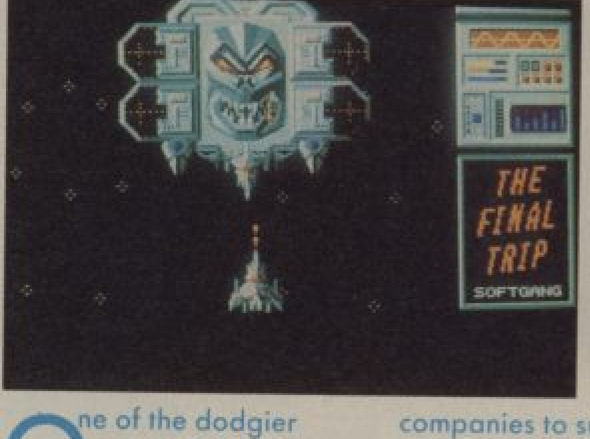
You can make the ship drop the creatures by shooting it. But avoid taking too many shots as this can release pounding fists which batter you around the screen.

The enemy aliens come in strange forms, there are rolling hands, pronged Wasps, – which like to sting – yellow flying jokers and the dreaded Skull which follows you around firing vicious looking hook bombs.

To aid your mission there is a scanner at the bottom of the screen which clearly details the enemy and where the creatures are on the planet. You must use this to get anywhere in the game.

At the end of a wave you are given a tally of the creatures rescued – extra life at 25 – and progress to the next wave.

The game should be available by the time you read this and on balance I recommend it. It takes the *Defender* idea and enhances it. Action is fast, sound is good and it's a real mean shoot'em up.



One of the dodgier areas of the software industry are conversions of arcade games.

It really is worrying that software houses are content to simply hack across code without eye for detail or the capabilities of the machines they are converting coin-ops on to.

To date there have been some horrific conversions of hit arcade - titles from leading software companies. I can understand the commercial reality of releasing a game to coincide with a hit movie or arcade machine. But what I cannot understand is the apparent willingness of companies to sully their reputations with shoddy, rushed programs which barely resemble the original.

The main reason all this is bubbling up in my brain at the moment is that with increasing popularity of the ST and Amiga machines, software houses are, it seems, content to simply port 68000 code across from ST to Amiga WITHOUT using the extra power of the Commodore machine. This is such a waste!

The ironic part of it is that the Amiga is incredibly powerful and should be LEADING the way, but as the ST now has the mass presence it leads the software market for product.

Take a long hard look at the games for the ST and Amiga. They are getting better but I still feel that the machines are not being used to anything like their processor or design potential.

Name me just one real classy classic shoot'em up for the Amiga or ST that blows you away with presentation and sheer heart thumping action?

There really isn't that much more effort needed to enhance ST to Amiga product so software houses PLEASE take time out to vamp it up.

It will increase sales and your coders ability to produce hot 68000 product . . .


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